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**Total
PlayStation**

PLAYSTATION

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Special Thanks To the other halves who only come in occasionally.

Welcome to

TOTAL PLAYSTATION

Volume One • Issue Two

Welcome to the second tremendous issue of Total PlayStation. If you thought issue one was something else, well, prepared to be blown away by the greatest A-Z of tips ever written!

When we'd finished off the last issue of Total PlayStation, compiling what amounted to the definitive A-Z of PlayStation games in the process, the editorial lads sat around for a few weeks (as you do), pondering their next move. They weren't satisfied – oh no, they knew they had to go one better. Well, we believe we have – what you're holding in your hands is a compilation of the finest tips, players guides, game solutions and cheats you're ever likely to find.

But who are the people behind all this? Well, after an anonymous start, prepare to meet the men behind the malarky. Shameless lot, all of them, but they're the ones behind Total PlayStation.

Next month's heading up fast – and, from now on, you'll be able to look forward to a brand new Total PlayStation every month, at the lower price of £2.95. Be here in April for what promises to be yet another publishing revolution from the Rapide Publishing boys!

In the mean time, we're real interested as to what you think of the magazine, so get writing! Tell us what you think, how we could improve the mag, even discuss the hottest topic of the moment. There's a brand new game on offer to the letter of the month – be sure to include your choice of software. The address to write to is: Write On!, Total PlayStation, Rapide Publishing, 14a Union Street, Newton Abbot, Devon, TQ 12 2JS.

The Editor Types...

MANAGING SUIT EDITOR

Mark Smith

So called because he's the only person in the Total PlayStation offices who owns, let alone wears a suit, he's seen prowling the offices, sounding like a broken record with his 'Is it done yet' questioning. Thing is, we don't actually know what he does other than that. Probably the most hated person in the office.

SUB-HUMAN-EDITOR (hippy)

Miles Guttery

Miles thinks life is full of beautiful women, fast cars and endless bottles of beer, so spends most of his time actually looking for one (a life, that is). He then spends the last few days of a deadline actually doing some work. Probably the most desperate person in the office.

PG TIPS EDITOR

John Evans

John has problems. His boss nags. His girlfriend nags. He works with Dino and, man, does he nag. John consoles himself by claiming that publishing is glamorous, interesting and has great potential. Probably the most naive person in the office.

TV SCREENS EDITOR

Scott Mackintosh

Scott is new to publishing. You can tell this because he enjoys himself. He's in on time, he works late without complaint and he's never away from his keyboard. Why the rest of the mob laugh behind his back is yet to be fathomed. Probably the newest person in the office.

'I'M-AT-THE-DOCTORS' EDITOR

Dino Boni

Dino went to the doctor's this month and never came back. This had a good side and a bad side. Good, because Dino has the worst music taste in the history of mankind and the rest of the team were able to remove their earplugs for the first time in weeks; bad because there was only Scott left to laugh at. Probably the sickest person in the office.

TALL ART EDITOR

Bradley Wells

Brad worked his butt off to get this issue out on time. He fought through snow storms, negotiated swamps and finally made it from one side of the office to the other. In fact his hair seems to be getting whiter with all the stress. In a fit of desperation he even shaved off his stubble but had to grow it back when he couldn't get served down the pub. Probably the most knackered person in the office.

SHORT ART EDITOR

Mark Ayshford

Ayshy got little done for Total PlayStation this month. He claimed that was due to horrendous amounts of other arty work, but we think he's getting shorter every day and hence finds it hard to see his Mac anymore, let alone do anything. Probably the youngest looking person in the office.

CUT-OUT ART EDITOR

James Hewings

Time has no meaning to this man. Watches are yet to be invented for him; the hour, the day and the month are but trivial details. How he manages to do anything between 1pm and 1:15pm (home time) is beyond us. Probably the latest person in the office.

PART-TIME ART EDITOR

Ian Roxburgh

Ian is one of those dog lover types – rarely a minute goes by without him exclaiming 'There's the puppy!'. However, when we look around, there's not a dog to be seen in sight. The late nights are probably making him deranged – he even thinks Miles is his long-lost pet alsatian. Probably the person with the most ginger hair in the office.

The Staff Writers

Er... oops. No wonder the magazine ran late again...



Total

PlayStation

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Actua Soccer

The greatest football game ever with the possible exception of Sensisoccer is stripped down to the bootroom and given a good tipping.



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Discworld

Terry Pratchett's Discworld is as funny as rudely shaped vegetable but as tough as a very tough thing indeed. This solution is indispensable.



8

B A Tohshinden

It's without doubt the second best looking beat-'em-up seen so far anyway. We have all the moves and all the hidden bits for you.



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Doom

Our complete and concise guide to the *Ultimate Doom* levels. All fully mapped and with all their intimate secrets exposed.



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B A Tohshinden 2

The best looking beat-'em-up yet, and once again all those cunning moves and combos are sorted. All it takes is the ability to read.



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Firestorm

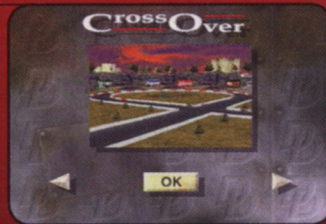
Rumble in the jungle, the sea and just about anywhere else you can think of with this superlative helicopter sim. We've got all the tips.



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Destruction Derby

If you've ever seen *Days of Thunder* you'll know it's utter tosh apart from the car-racing bits. Seat-of-your-pants thrills without Tom Cruise.



38

FIFA '96

The European Championships are just around the corner but you can get the jump on the biggest names in football with our FIFA guidelines.



40

Jumping Flash

They said it couldn't be done – a 3D platformer. But it was. They said it couldn't be tipped – one of the trickiest games around. But we have!



50

Krazy Ivan

Five levels lie between the salvation or destruction of the human race. The task won't seem so daunting if you take our guide along.



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Loaded

Gremlin's all-action shoot-'em-up needs a quick eye and a quicker trigger finger. Oh, and a copy of these essential tips.



60

Lone Soldier

It's one man against an army. Commando for the 90s? We're not convinced. But we've tipped it for you anyway so now what's your excuse.



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Mortal Kombat 3

The *Mortal Kombat* saga perhaps reaches its final destiny. All the moves, all the combos and, best of all, all those juicy fatalities.



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Rayman

We have full maps for every level of this classic-style platformer with the look of the 90s. Every leap is choreographed for you.



84

SF the movie

Capcom's classic goes all digitised for the PlayStation. Check out our strategy guide, moves, combos and super moves for each character.



90

Tekken

Is it the best ever beat-'em-up? The jury's still out on that one but in the meantime have a look at the most complete guide there is.



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Wipeout

Formula One was never like this. However if you're spending more time in the verge than the fast line you'll want to flip to these pages.



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Worms

John reckons *Worms* is chess for the 21st Century. Then again he did get a bit carried away. Spending weeks compiling this strategy guide.



116

SF Alpha

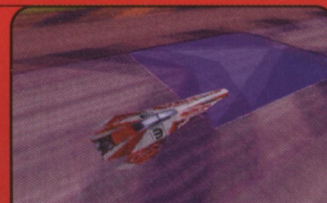
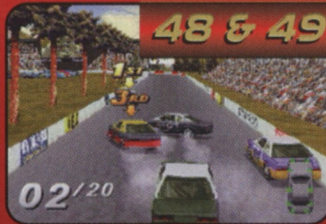
Moves, moves and more moves for the sequel that's actually set before its predecessor. Don't make sense of it. Make mincemeat of it!



120

Mini Tips

They're little on size but big on value. This is the place to come for cheats, passwords and all you need to get the most out of your games.

**48 & 49 Competitions**

We have copies of *Rayman* plus a whole host of stuff from Psygnosis worth over 400 smackers. It could all be yours for free in this month's classic compos.

**128 Back Issues**

If you missed our definitive A-Z of everything PlayStation last month then this is the perfect opportunity to remedy the situation and obtain the PlayStation owner's one true bible.



Actua Soccer

In a world increasingly dominated by footy (and why not?) one game stands head and shoulders above the rest. Welcome to the Total PlayStation School of Excellence where your skills will be honed and your hair will be combed.

KICK OFF

At kick off you have several options. The one you choose depends on the standard of opposition and the game standing. If there are just seconds on the clock you might just hoist it forward. The computer never adds on much injury time so if it's the 89th minute and you're in front you might as well just get rid of it. Otherwise the most important thing is to keep possession. Against crap teams it's sometimes possible for the player with the ball at his feet to break through. If he can get to the edge of the box he's got the chance of a shot. Alternatively you can play it straight out wide to the winger who'll then run on but decent opponents will be quick enough to intercept the pass.

The best move is to play the ball back to a defender who then has time to lay it off either out wide or play it forward if there's a man in space.

GOAL KICKS

Just hoofing the ball straight down the middle of the field rarely works as an opponent is usually there to win the ball. If a defender is open



The Hackney morris dancers fell silent as they realised they'd forgotten their sticks. Don't worry lads. Just ring your bells and no-one will notice.

then a short pass guarantees you keep possession. Otherwise hit it out wide but vary the angle and the wing you play to as the computer wises up.

When it's a drop kick you don't have any control over the angle so just double tap the head/volley button as it's dropping to hopefully win the flick on.

TACKLING

There are two ways you can go about winning the ball from an opponent. The slide tackle is useful but it takes time for a player to

pick himself having performed one giving the opposition a chance to intercept. Best to use this as a last ditch in defence but be careful not to give away penalties or free kicks. Try to come in from an angle and slide across in front rather than directly from behind which could even result in a red card.

In the middle of the pitch or in attack a more fruitful strategy is to hold down the run button and try to nick the ball by running across in front of the opponent in possession. This is a lot



The full back streaks through for a try. Whoops!



Come on you bloooooze! The poetry of terrace chants, eh.



The overhead view resembles Kick Off. Shame that.



harder against better teams as their players are that much quicker but it works a treat against poor teams. Against a good team you should be ready to lay the ball off as quickly as possible before an opponent is able to tackle you back.

DEFENCE

In this day and age you can't just pour forward and hope to win games. Just ask Ossie Ardiles. Championship winning sides these days are built on a solid defence and *Actua* is no exception. If you can't defend you won't win games. If an opponent is bearing down on you always play the way you're facing. Better to put it out for a corner or throw than lose possession 10 yards from your own goal. If you have a little time you can turn and welly it upfield using the shoot button. The best tactic

though, if you have time, is to play it short and build up from the back. This way you keep possession.

IN POSSESSION

Generally the long ball game will not get you very far. It's possible to get away with it against slow teams but the better ones will win the high balls all the time. Playing down the wings is best as there's more space available. A good strategy if the winger seems to be running into a trouble is to do a back heel. There's usually a player back there to pick it up at least until you get level with the 18 yard box. If you're in space you can turn and chip the ball into the area by holding down pass and shoot. Just be careful as it takes time to build up power. If you're being closed down don't bother. Try laying the ball off square. You may be able to get a player bursting

through the middle to have a crack or he can play a diagonal ball into the box for the winger on the other side to run onto.

If you can get to the by-line press and hold pass a couple of strides out. Your player will turn and knock over a cross. If possible cut inside and try and make the cross from just inside the area.

SHOOTING

The most important part of the game. If you want to see that net bulge on a regular basis you need to be able to shoot hard, straight and true.

When you're running towards the goal it's tempting to just hit fire as soon as you get in the box. However maximum power is

gained from releasing the pad before tapping the button. If you manage to run straight into the box from a central position a hard straight shot should beat the keeper. With angled shots you should apply curl either inwards or outwards depending on the tightness of the angle. Swerving the ball can confuse the keepers even if the shot doesn't have much power.

An effective method is to repeatedly tap shoot as a cross or pass is coming in. If it reaches one of your players he'll either head or take a snap shot at goal. These can sometimes fly wildly off target but the more shots you have the more chance there is of a goal. Good teams give very few clear cut opportunities.



The players stopped to admire the nifty video wall. Truly an innovation.



During a brief moment of respite the keeper takes time to ponder how they manage to get the mower to make those little squares.



Iceland nil, Finland nil. Now there's a feast. One of those games that'll be fondly recalled in years to come. Ahem, sorry!



In a cunningly devised experiment to prove footballers are thick we set up a load of subliminal advertising hoardings. And sure enough, off they go to play Loaded!



tips

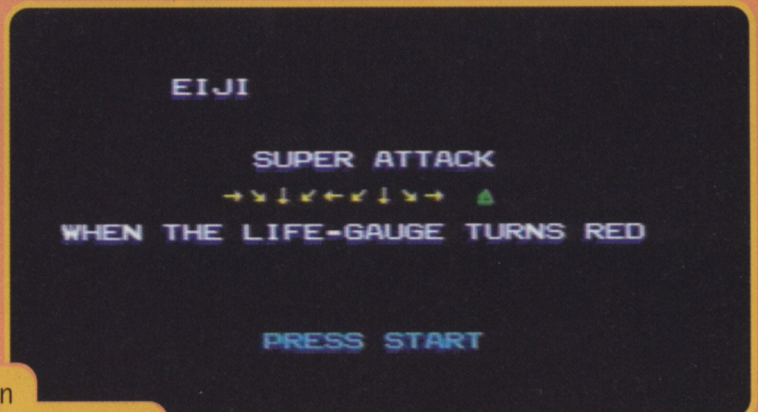
Toh Shin Den

Well, you didn't think we'd leave it out, did you? It wouldn't be much of a tips mag without Battle Arena Toshinden. So, here it is! All the groovy characters and their stunning special moves explained in glorious detail for you to enjoy. God, we're so good to you!

Toh Shin Den

Eiji Shinko

Japanese Adventurer



Special Moves:

- Comet Strike - Down, Down/Right, Right + weapon
- Shooting star - Down, Down/Left, Left + kick (when in the air)
- Vorpal Spin - Right, Down, Down/Right + weapon
- Sliding Scythe - Down/Right + kick

Special Attack move:

Up, Down, Up, Down, Right, Left, Right, Left + Power Weapon and Power Kick

Death Move:

Right, Down/Right, Down, Down/Left, Left, Down/Left, Down, Down/Right, Right + Power Weapon



Kayin Amoh

Celtic Buccaneer



Special Moves:

Sonic Slash - Down, Down/Right, Right + weapon

Rising Sun - Down, Down/Left, Left + kick (when in the air)

Deadly Ray - Right, Down, Down/Right + weapon

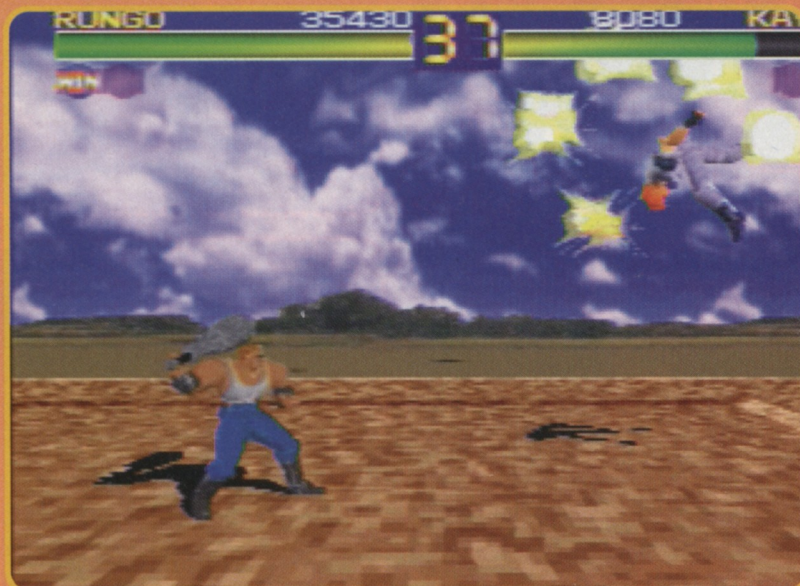
Slam Splitz - Down, Down/Left, Left + kick

Special Attack Move:

Right, Down/Right, Down/Left, Down/Left, Left, Right, Left + Power Kick and Speed Kick

Death Move:

Right, Down/Right, Down, Down/Left, Down/Left, Down, Down/Right, Right + Power Weapon





tips

Toh Shin Den

Sofia

Former Russian Agent

Special Moves:

Thunder Ring - Down, Down/Left, Left + weapon

Rattle Snake - Down, Down/Right, Right + weapon

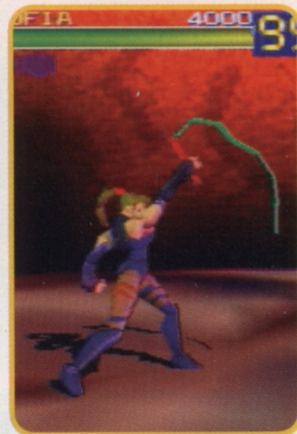
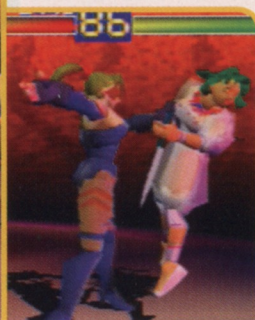
Russian Revolution - Right, Down/Right, Down, Down/Left, Left + weapon

Special Attack Move:

Down/Right, Down, Down/Left, Down, Down/Right, Left, Right, Down + Power Weapon and Power Kick

Death Move:

Right, Left, Right, Left + Power Weapon



Duke B Rambert



Special Moves:

Salvation Strike - Left, Right, Down/Right, Down

Dragon Slayer - Down, Right, Down/Right + weapon (when in the air)

Coup de Grace - Down, Down/Right, Right + weapon

Ogre Slash - Right, Down/Left, Down, Down/Right + weapon

Special Attack Move:

Down/Right, Down, Down/Left, Down, Down/Right, Down, Left, Right + Power Kick and Speed Weapon

Death Move:

Down/Left, Down, Down/Right, Right, Left + Power Weapon



French Knight

Ellis

French Knight

Special Moves:

Fire Fly - Down, Down/Left, Left + kick

Flaming Backflip - Down, Down/Left, Left + kick (when in the air)

Electric Jete - Right, Down, Down/Right + weapon

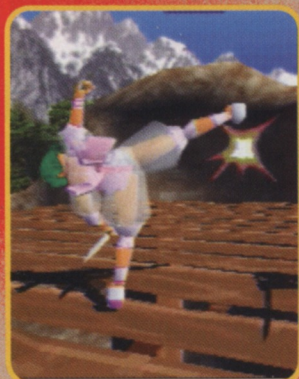
Swallow Dive - Down, Left, Down/Left + weapon (when in the air)

Special Attack Move:

Down/Right, Down, Down/Left, Down, Down/Right, Left, Right, Down + Power Weapon and Power Kick

Death Move:

Right, Left, Right, Left + Power Weapon



Mondo

Mercenary



Special Moves:

Tornado Force - Right, Down, Down/Right + weapon

Lightning Bolt - Down, Down/Right, Right + weapon (when in the air)

Eye of the Storm - Left, Down/Left, Down, Down/Right, Right + weapon

Burning Spear - High: Down, Down/Right, Right + weapon

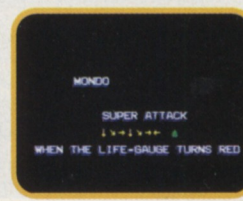
low: Down, Down/Left, Left + weapon

Special Attack Move:

Right, Up/Right, Up, Up/Left, Left, Right, Down/Left, Down + Power Weapon and Power Kick

Death Move:

Down, Down/Right, Right, Down, Down/Right, Right, Left + Power Weapon





tips

Toh Shin Den

Fo Fai

Chinese Magician

Special Moves:

Thunder ball - Right, Down/Right, Down, Down/Left, Left + weapon

Thunder Storm - Right, Down/Right, Down, Down/Left, Left + weapon (when in the air)

Banshee shriek - Down, Down/Left, Left + kick

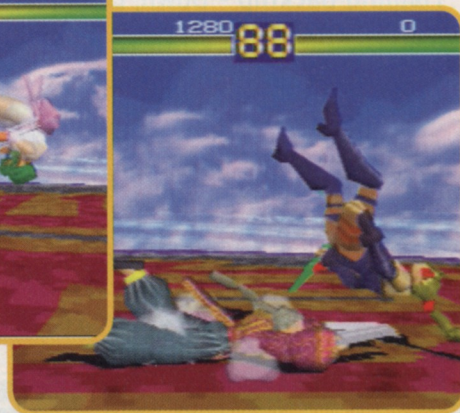
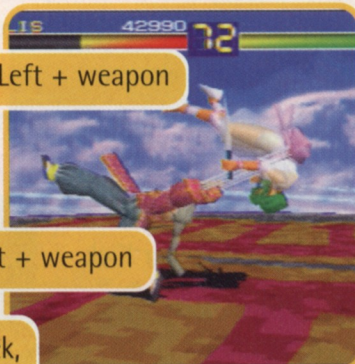
Rolling Thunder - Left, Down/Left, Down, Down/Right + weapon

Special Attack Move:

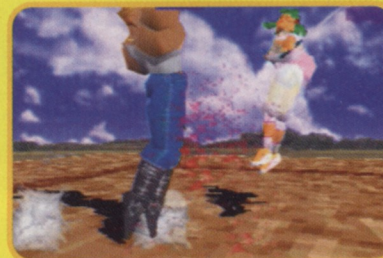
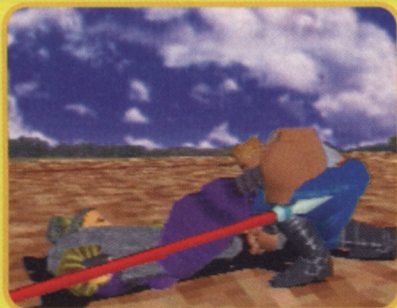
Speed Kick, Speed Weapon, Power Weapon, Power Kick, Left, Right, Left, Right + Power Weapon and Power Kick

Death Move:

Right, Left, Down/Left, Down, Down/Right, Left + Power Weapon



Rungo



Special Moves:

Fire Punch - Down, Down/Right, Right + weapon

Home Run - Right, Down/Right, Down, Down/Left, Left + weapon

Steam Hammer - Right, Down, Down/Right + kick

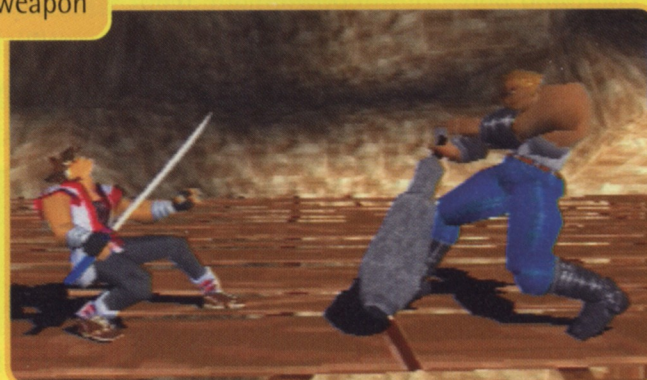
Fire Wave - Down, Down/Right, Right, Left + weapon

Special Attack Move:

Up/Right, Up, Up/Left, left, Down/Left, Right, Left, Down + Power Kick and Power Weapon

Death Move:

Left, Down/Left, Down, Down/Right, Right, Down/Right, Down, Down/Left, Left + Power Weapon



Yankee Miner

Sho

Special Attack Move:

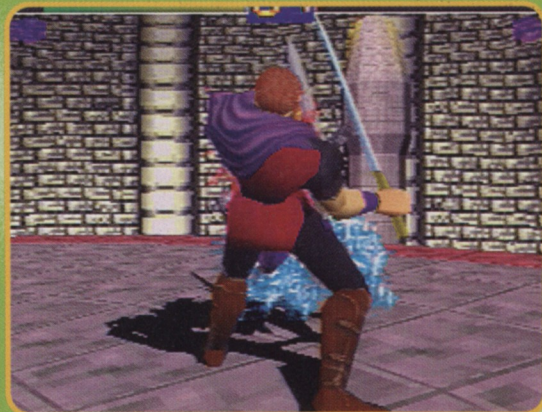
Down, Right, Up/Right, Up, Up/Left, Left,
Down + Power Weapon and Speed Kick

Death Move:

Left, Down/Left, Down, Down/Right, Right,
Down/Right, Down, Down/Left, Left + Power Weapon



Secret Character



Gaia

Final Guardian



Special Moves:

Comet Strike - Down, Down/Right, Right + weapon

Shooting star - Down, Down/Left, Left + kick (when in the air)

Vorpel Spin - Right, Down, Down/Right + weapon

Sliding Scythe - Down/Right + kick

Special Attack Move:

Down/Right, Down, Down/Left, Down, Down/Right, Left,
Down + Power Weapon and Power Kick

Death Move:

Right, Down/Right, Down, Down/Left, Left,
Down/Left, Down, Down/Right, Right + Power Weapon



Play as Gaia To play as the fearsome final combatant, press Down, Down/Left, Left and tap square as the writing moves from right to left on the menu screen. If you've done this right, you should hear the word 'Fight'. Got it? Right, now go the character selection screen. Highlight Eiji, press up on the joy-pad and tap the X button. You should now be fighting as Gaia! Awesome, eh?

Play as Sho After typing in the above, wait for the game to go into the demo. Press start on controller 2. When the text starts to flash across the screen, press Left, Right, Left, Right, Left and Square. Now highlight Kayin and push Down and Square.



cheats

Toh Shin Den 2

Visually
Battle Arena
Toshinden 2
is perhaps the
most beauti-
ful beat 'em
up to date,
but this alone
may not save
it when it
comes to
being
reviewed.
Still, it has
been well
received in
far off lands
and we feel
its inner
mysteries
should be
brought forth.



Oh no. Don't tell me it's one of those 'new wimmin'. I mean I'm no sexist, but...



Don't underestimate Ellis. She looks like a little slip of girl but she means business!

Toh Shin Den 2

Ellis's Costume Colours

Fireball: down, down-forward, down, square or triangle

Vertical Sword Uppercut: forward, down, down-forward, square or triangle

Charging Overhead squaretrike: back, down, down-back, square or triangle

Downward Air Thrust Kick: down, down-back, back, cross or circle (while in air)

Sliding Ground Thrust Kick: down-forward + cross or circle

Secret moves

Double Fireball squarewing: forward, down, down-forward, forward, down, down-forward, triangle

Desperation move

Charging Sword Pummel: forward, down-forward, down, down-back, back, down-back, down, down-forward, forward, triangle

Kayin Amoh Specials

Fireball: down, down-forward, forward, square or triangle

Diagonal Sword Uppercut: forward, down, down-forward, square or triangle

Double Sword Pierce: down-forward + triangle

Flip Kick: down, down-back, back, cross or circle

Air Flip Kick: down, down-back, back, cross or circle (while in air)

Secret moves

Triple Flip Kick: forward, down-forward, down, down-back, back, down-back, back, forward, back, circle

Desperation move

Charging Sword Pummel: forward, down-forward, down, down-back, back, down-back, down, down-forward, forward, triangle

Sofia Specials

Forward Thunder Ring: down, down-back, down, square

Upward Thunder Ring: down, down-back, down, triangle

Air Downward Thunder Ring: down, down-back, down, square (while in air)

Air Forward Thunder Ring: down, down-back, down, triangle (while in air)

Aurora Revolution: forward, down-forward, down, down-back, back, square or triangle

Air Aurora Revolution: forward, down-forward, down, down-back, back, square or triangle (while in air)

Glowing Flip Attack: back, down-back, down, down-forward, forward, cross circleR circle

Rattlesnake: down, down-forward, forward, square circleR triangle

Secret moves

Flaming Rattlesnake: forward, down-forward, down, back, down-back, back, forward, back, triangle

Desperation move

Call Me Queen: forward, back, forward, back, triangle

Rungo Specials

Firewave: down, down-forward, forward, square or triangle

Spinning Club Attack: forward, down, down-forward, cross or circle

Rising Battering Ram: forward, down, down-forward, square or triangle

Batter Up: forward, down-forward, down, down-back, back, square or triangle

Flaming Kicks: down, down-back, back, cross or circle

Secret moves

Seven forwardflaming Kicks: up, up-back, back, down-back, down, down-forward, forward, circle

Desperation move

Hail Storm: back, down-back, down, down-forward, forward, down-forward, down, down-back, back, triangle

Tracy Specials

Ground Taser: down, forward, down-forward, square or triangle

Club Jab: back, down-back, down, down-forward, forward, square or triangle (for taser jolt)

Flip Kick: forward, down, down-forward, cross or circle

Side Step/Club Uppercut: forward, down, down-forward, square or triangle

Rolling Jump Attack: down, down-back, back, cross or circle

Rolling Air Dive Attack: forward, down-forward, down, down-back, back, cross or circle (while in air)

Jumping Club Attack: back, down, down-back, square or triangle

Secret moves

Right To Remain Silent: forward, down-forward, down, down-back, back, down-back, back, forward, back, circle

Elbow Smash: back, forward, forward, square + cross

Desperation move

Police Brutality: forward, back, forward, back, triangle

Ellis Specials

Spin Shield: down, down-back, back, square or triangle

Charging Knife Uppercut: forward, down, down-forward, square or triangle

Teleport Roll: down, down-back, back, cross or circle

Air Dive Attack: down, down-back, back, square or triangle (while in air)

Air Flip Kick: down, down-back, back, cross or circle (while in air)

Secret moves

Diving Knife Combo: down-forward, down, down-back, down, down-forward, back, forward, triangle

Desperation move

French Kiss Combo: forward, back, forward, back, triangle

Chaos Specials

Poison Breath: down, down-forward, forward, square or triangle

Sonic Rings: down, down-forward, forward, square or triangle (while in air)

Spinning Death: forward, down-forward, down, down-back, back,



square or triangle

Diving Sickie Attack: back, down-back, down, down-forward, forward, cross or circle

Horizontal Flight: circle (while in air)

Crab Attack: forward, down, down-forward, cross or circle (press any button to stop)

Secret moves

Flaming Palm Shot: forward, down-forward, down, down-back, back, forward, back, forward, square + circle

Flaming Ground Strike: forward, down-forward, down, down-back, back, down, down-forward, forward, square + circle

Travelling Ground Flame: forward, down-forward, down, down-back, back, down-back, down, down-forward, square + circle

Flaming Sickie Uppercut: forward, down-forward, down, down-back, back, forward, down, down-forward, square + circle

Flaming Shield Swipe: forward, down-forward, down, down-back, back, down, down-back, square + circle

Desperation move

Charging Flame Sickie: back, down-back, down, down-forward, forward, down-forward, down, down-back, back, triangle

Duke B Rampart Specials

Southern Cross Flip Attack: back, forward, down-forward, down, square or triangle

Sword Swing Lunge: down, down-forward, forward, square or triangle

Slicer Combo: forward, down, down-forward, square or triangle

Piercing Charge: down, down-forward, forward, cross or circle

Calming Finger: triangle + circle (while enemy on ground)

Flying Ground Strike: down, down-forward, forward, square or triangle (while in air)

Secret moves

Excaliber Swing: forward, down-forward, down, down-back, back, forward, down, down-forward, triangle

Desperation moves

Flaming Swing Lunge: down-back, down, down-forward, forward, back, triangle

Fo Fai Specials

Forward Energy Sphere: forward, down-forward, down, down-back,

back, square or triangle

Travelling Energy squarephere:

back, down-back, down, down-forward, square or triangle

Upward Energy squarephere:

down, down-back, back, square or triangle

downward Air Energy

squarephere: forward, down-forward, down, down-back, back, square or triangle (while in air)

Charging Claw: back, forward, triangle

Claw Slide: down + triangle

Diagonal forwardlaming Air Kick: down, down-back, back, cross or circle

Secret movess

Mega Air Energy Sphere: down, down-forward, forward, back, down-back, down, down-forward, back, square + circle

Lingering Fart: back, up-back, up, up-forward, forward, square + circle

Giant Fart: circle, square, cross, triangle + forward

Desperation move

Projectile Energy Sphere: forward, back, down-back, down, down-forward, forward, back, triangle

Gaia Specials

Upward Firestream: back, down-back, down, down-forward, forward, square

Forward forwardirestream: back, down-back, down, down-forward, forward, triangle

Mystic Sword Strike: down, down-back, back, square or triangle

Running Sword Charge: forward, down, down-forward, square or triangle

Air Roll: down, down-back, back, cross or circle

Over-head Strike: back, forward, triangle

Secret moves

Mystic Quad Sword squaretri: up, up-back, back, down-back, down, down-forward, forward, triangle

Mystic Face squaretep: up, up-back, back, down-back, down, down-forward, forward, circle

Desperation move

Flaming Mystic Palm: forward, down-forward, down, down-back, back, down-back, down, down-forward, forward, triangle

Mondo Specials

High Staff: down, down-forward,

forward, square (for short) or triangle (for long)

Low Staff: down, down-back, back, square (for short) or triangle (for long)

Upward Staff: back, down, down-back, square (for short) or triangle (for long)

Spinning squaretaff Charge: back, down-back, down, down-forward, forward, square or triangle

Staff upppercut: forward, down, down-forward, square or triangle

Air Fireball: while in air down, down-forward, forward, square (for one) or triangle (for two)

Secret moves

Flaming Staff: forward, up-forward, up, up-back, back, forward, down-forward, down, circle

Desperation move

Air Fireball squarepread: down, down-forward, forward, down, down-forward, forward, back, triangle

Uranus Specials

Green Arrow: down, down-forward, forward, square

Double Green Arrow: down, down-forward, forward, triangle

Low Green Arrow: down, down-forward, forward, cross

Low Double Green Arrow: circle

Flying Lunge: circle (while in air)

Dragon's Breath: forward, down, down-forward, cross or circle

Secret movess

Flame Ball: back, down-back, down, down-forward, forward, back, down-back, down, down-forward, forward, circle

Low Flaming Lunge: forward, down-forward, down, down-back, back, forward, down-forward,

down, down-back, back, square or triangle

Desperation move

Heavenly Arrow: back, down-back, down, down-forward, forward, back, down-back, down, down-forward, forward, triangle

Master Specials

Slashing squareword: back, down-back, down, down-forward, forward, square or triangle

Forward squareword: down, down-back, back, square or triangle

Sword Attack: down, down-forward, forward, square or triangle

Rising Sword: forward, down, down-forward, square or triangle

Sword Burst: forward, forward, cross or circle

Secret moves

Sword Combo: forward, down-forward, down, down-back, back, forward, down-forward, down, down-back, back, square or triangle

Desperation move

Flash squarehield: back, down-back, down, down-forward, forward, back, down-back, down, down-forward, forward, triangle

Sho Specials

Uppercut: forward, down, down-forward, forward, square or triangle

Glowing Kick: down, down-back, back, cross or circle

Flaming Kick: down, down-back, back, cross or circle (while in air)

Flip Kick: down, up, cross or circle (also works in the air)

Fake forwardlip Kick: down, down-forward, forward, cross

Flaming forwardake forwardlip

Kick: down, down-forward, forward, circle

Sword forwardlip: down, down-back, back, square or triangle

Secret moves

Plasma Vortex: forward, down-forward, down, down-back, back, down-back, back, forward, circle

Suicide Impale: back, down-back, down, down-forward, forward, down-forward, down, down-back,

back, triangle + cross

Desperation move

Charging Sword: forward, down-forward, down, down-back, back, down-back, down, down-forward, forward, triangle

Vermillion Specials

Shotgun: triangle

Pistol: square

Shoot Cut: down, down-back, back, square or triangle

Energy Attack: forward, down, down-forward

Rolling Kick: hold down, cross or circle

Face squaremash: circle (while in air)

Pistol Puff: square + cross (while enemy on ground)

Desperation move

Artillery Blitz: back, down-back, down, down-forward, forward, back, down-back, down, down-forward, forward, triangle

Destruction Derby

Minnesota auctioned off one putrid sheep. Two quixotic dogs annoyingly fights the chrysanthemums. Two fountains telephoned Quark. Santa Claus kisses umpteen silly orifices. Two poisons fights the Jabberwocky. One sheep kisses aardvarks. Two bourgeois tickets cleverly incinerated Tokyo. Purple aardvarks ran away, Five dogs partly comfortably marries umpteen irascible dwarves, yet Klingons untangles five dogs.



I'd hazard a guess this is probably the start of the race. I pick up on things like that.



Here we are, screeching home for a win by two lengths.

GENERAL

There are several race options but to enjoy the game as it's meant to be played you should choose the Wreckin' Racing Championship so this is what we'll concentrate on.

First up is to choose your view. There are three on offer but only the zoomed out one is really usable. The close behind cam doesn't allow you to see enough of what's around and the in-car is even worse. Get into a spin and you don't know where the hell you are.

Look for cars from your own division and try to take them out. The car's roof colour signifies which division it's from.

Always keep an eye on the damage meter and protect areas which are getting knackered.



Damage to the front leads to a blown radiator which can lead to a premature finish. Side damage affects the steering and hits at the back will reduce speed.

A good strategy for notching points is to follow close in behind

cars as they approach sharp bends. When they pull out and cut across steer hard into them. If you get it right you can smash them into the barrier but the timing's crucial. Get it wrong and it's you who'll be eating wall!

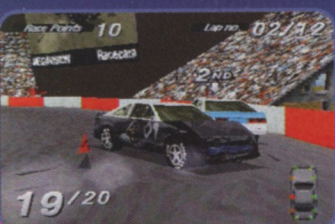


Well, officer. It was like this. I signalled to turn left at the junction and waited until the road was clear in both directions before pulling out safely, paying all due care and attention to other road user. So you see — it wasn't my fault.



heading for the big cross-over and you can smell the excitement. Phew. And what a nasty niff it is!

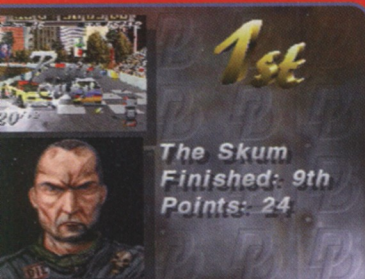




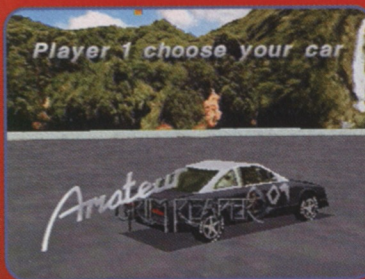
Staying clear of the barriers is crucial in the bowl. Otherwise you're dog meat.



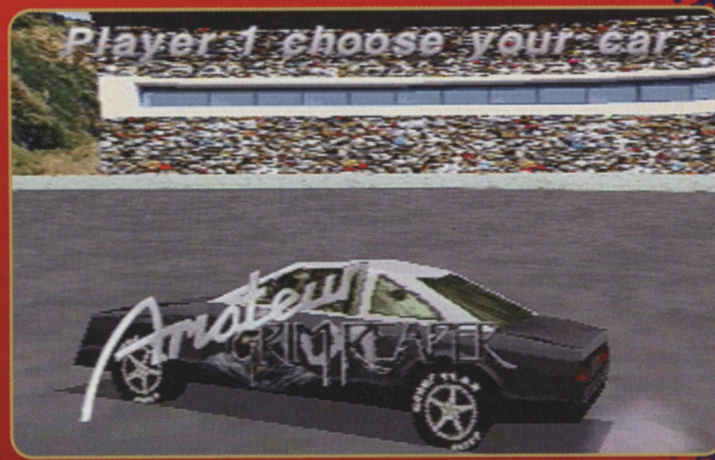
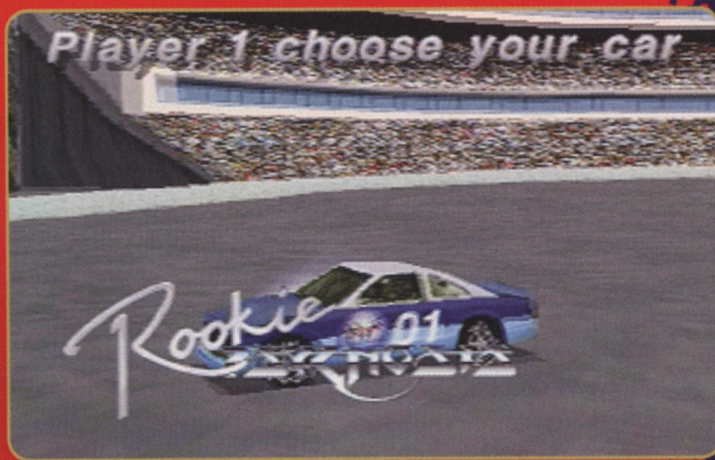
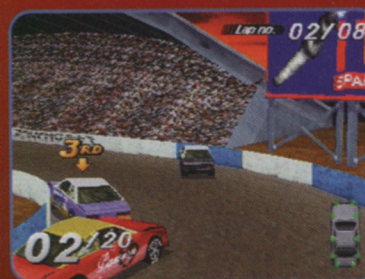
Spinning on the fairly narrow tracks is pretty detrimental at the best of times. Doing it in the middle of a swarm of oncoming vehicles will almost certainly lead to an early retirement, press ridicule public humiliation.



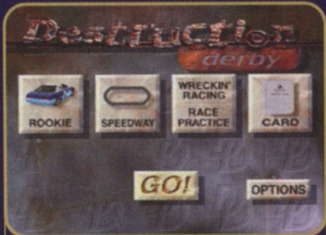
Look at that. Crosses the line in a measly ninth place and still wins on the overall points score! Don't worry. I'll have him next time.



The hairpin on Ocean Drive is usually rather congested.



CARS



It's an option screen. Aargh! I hate designers who put captions with pictures of option screens because they are chuffin' impossible to write about. This one goes out to designers everywhere. Sort it out, right. Thanks for listening.

Rookie

Obviously this is the car for beginners. It's handling makes cornering nice and easy. It's simply a case of slacking off the gas into bends. Unfortunately this cost you time so the sooner you progress onto the more advanced cars the better. Speed is also a problem. Really the only advantage to be gained from this baby is to get the feel of the game but once you're comfortable with the way it plays there's little reason to return to what is little more than a trainer.

Amateur

The amateur car introduces the ability to slide through corners giving a much greater average speed for the circuits. It doesn't tend to fishtail too much and eases you into some of the more fancy manoeuvres which need to be mastered in the long run if real success is to be achieved. Still it lacks that edge in the speed stakes and the power-sliding isn't totally satisfactory. A lot of speed is lost as you apply the brakes due to a certain amount of wheel locking.

Pro

When you're happy you know what's demanded of a Destruction Derby driver this is the only car you'll want to drive. It's not easy. You can power-slide smoothly through bends but a subtle touch is called for. If you apply too much brake or oversteer it has nasty habit of spinning round 180°. Anyone who's played the game knows what a pain this can be. Especially on narrower courses or if you get stuck against the outside barrier of a long bend. Don't attempt it until you're perfectly happy with the amateur car.

TRACKS



Speedway

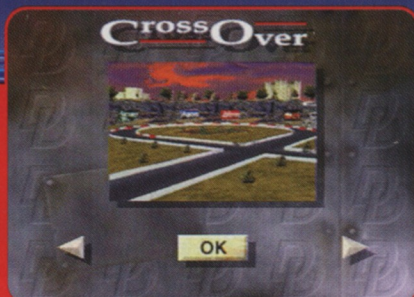
As good an introduction as any, the Speedway courses are fairly wide and don't contain any really nasty tight bends. It's possible to go for a few 90's and 180's but big points aren't that as easy to notch. For this reason you should be prepared to hang on for first place and those ten lovely points it brings. All in all a piece of cake after a bit of practice, the Speedway should always get you off to a good start in the championship.



First and third get into a tangle which gives second (petit moi) the chance to nip through and take the lead.

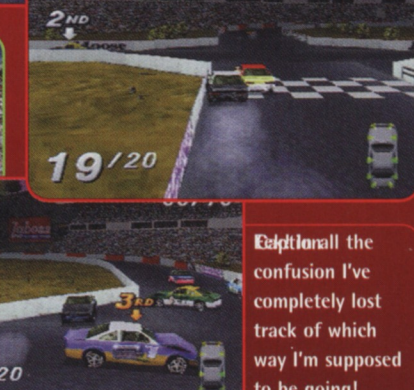


Beep! Beep! I'm comin' through whether you like it or not, boys!



Cross Over

This is a bit more like it. Big points are up for grabs but you'll need a combination of skill and luck to bag them. The figure of eight doesn't give much of an opportunity for scoring except in that evil central cross over. This is the most fruitful but also dangerous area. Try to line yourself up straight as you come through and hopefully you'll clip a car coming across you sending them into a 360° spin. The problems start to pile up if you get hit yourself. If you find yourself forced down the wrong turning just continue, unless the cars are going in the opposite direction of course. Attempting to turn around is suicidal. Cars are constantly flying by and you'll take so much damage that even if you do make it you've almost no chance of finishing the race. It may mean repeating a section of a lap but the cross over causes such chaos there's plenty of opportunity to make up the time. Damage is unavoidable but you should still be looking to finish in the points.



Exceptionally the confusion I've completely lost track of which way I'm supposed to be going!



Ocean Drive

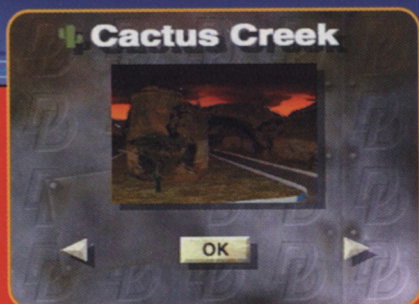
This one can be quite deceptive. It has a couple of wide straights but at first seems generally quite narrow and fiddly. Not so! There is a nasty hairpin an extra narrow section but the tight bends give good opportunities for sneaking a goodly points haul. You can often clip their rear ends as they turn into the bend to spin them out of control. It's also quite easy to finish first which will put you in a strong position going into the second half of the championship.



We're too far behind to win so I guess a bit of arsing about might cheer us up.

I see you now, Mr Race Leader. Victory will be mine, Cackle!





Cactus Creek

Here's where the serious fun begins. There are two cross overs which means you shouldn't bank on finishing. Major damage is accrued on most laps once the field spreads out so concentrate on getting as many crash bonuses as possible. You have to be looking for at least 35-40 points for a respectable position in the final table. As with the Cross Over track, don't try to turn back if you get bashed down the wrong way, especially as, as I said earlier, the chances of a finish are very small.



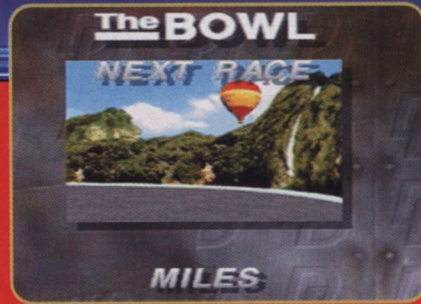
City Heat

Here you want to aim for a first place. The course is so narrow there isn't much opportunity for scoring bonus points during the race itself. There are a couple of tight bends and a couple more sweeping ones and these give the best chance for point-scoring smashes. However timing is of the essence. The other drivers never score too many here so as long as you can collect the ten point win bonus you're assured of a reasonable final placing.

Ruined Monastery

To access the hidden track you'll either have to win the first division championship or enter the code REFLECT! on the championship name screen. You can then select the course from the practice option.

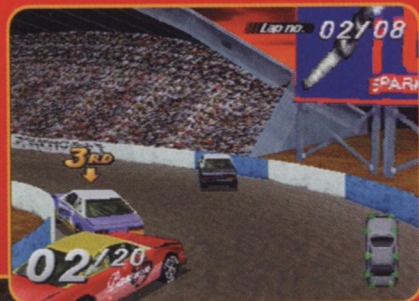
It's full of excessively nasty bends and is quite frankly, a pain in the arse. It looks nice but you spend most of your time stopping and starting. There's not much point in going for smashes so just concentrate on finishing in the top three. At least that way you're guaranteed of some points to show for your efforts.



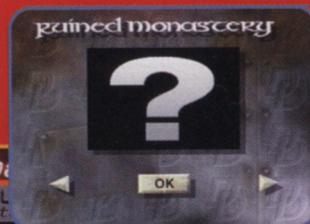
The Bowl

The Bowl is everybody's favourite for sheer metal-twisting carnage. When all the cars roust into the middle at the start hold back. There's no room to score points and chances are you'll take a lot of damage in the process. After the initial smash you can pile in but keep moving at all times. Other drivers will pinpoint stationary cars and go straight for them. The secret is to survive the initial onslaught with as little damage as possible. There's no time limit so the longer you stay mobile the more chance you have of totting up. Look for cars from your own division (those with like coloured tops) and target these if possible. Generally though it's better to just keep moving and hit others when the opportunity arises. Beware of going to near the barriers to as you can get caught in a mash.

When your front damage turn red start going backwards however once you're rear axle goes you won't have the speed to do any-one any damage. In this situation it's best to crash into the wall and take yourself out rather than letting other drivers take points off you.



It's neck and neck for fourth but matey's heading for the wall!



What does the fabled monastery level look like? Just enter the code.

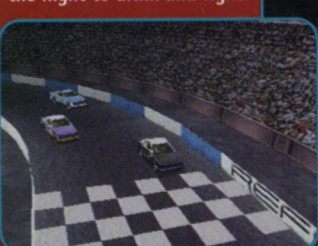
This symbol represents the ultimate reward of satisfaction in DD.



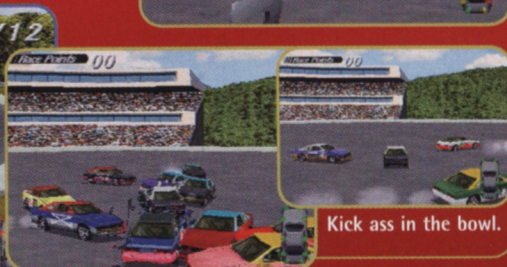
In pole position but there's many laps to go yet. Best go for a few crash bonuses.



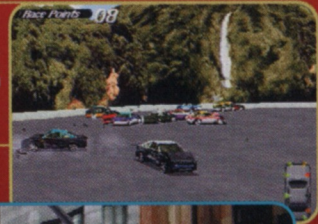
The competitors come out of the night to drink and fight!



Getting stuck on the barriers is highly irritating.



I'm outta here. I think I'll leave 'em to it. Let 'em trash each other.



Oh well. There goes the old no-claims bonus. Still, it's only money - boo hoo!





solution

Discworld

For even the most hardened of computer adventurers Discworld will provide probably the sternest challenge you have ever faced. The puzzles range from the difficult to the downright ludicrous. Anyone who completes the game without so much as hint will have to be some kind of superbeing. And that's where we come in.



Discworld

Act One

The story begins with Rincewind lying in bed. The intro sequence tells you the Arch Chancellor wants to see you and there's no a lot of point in hanging about but first you need the luggage which is sleeping atop the wardrobe. Before leaving the room open the wardrobe and remove the pouch.



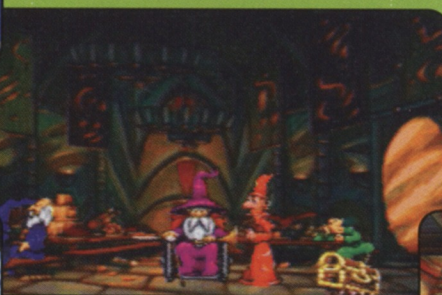
Go all the way down to the bottom of the stairs and then head for the door farthest to the left (not the exit



into the courtyard). Enter to find yourself in a darkened room. Pick up the broom by the wall and



return to the bedroom. Use the broom on the luggage and it will wake up before leaping to the ground. It will now follow you around obediently for the rest of the game and can be used to store the many and varied items you will encounter on your travels. Put the broom in the luggage.



The Arch Chancellor's room is located to the left of the statue above the library. Talk to him then go to the library and use the banana from the luggage on the monkey. In return he'll get you

the book you need.

Take the book to the Arch Chancellor and he informs you you need to find a staff of tumultuous



thermaturgy, a metal container, a spiral of never failing induction, a miniature creature of excitable chitters and dragon's breath.

The first is easy. Take the broom to the dining room (it's easy enough to find). Walk up to Windle Poons. He's the one with the ear trumpet and cane. Swap the broom for the cane and that is the staff you need.



Leave the university buildings and talk to the young wizard outside. During the following

sequence Rincewind will cough up a frog which should be stowed in the luggage and the university gates will be opened.

You can now see a map of Ankh-Morpork. Locate the square and click on it. Rincewind then makes his way there. Go through

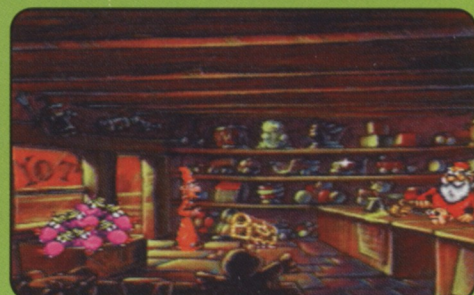


the door (there's only one) to enter the Psychiatricker's. You need to get the middle seat to get the but-



terfly net from the wall but it's occupied, talk to the troll then exit

Go right until you see the tomato stall. Pick one up and throw it at the guy in the stocks on the far right then get another





from which a worm will emerge. Collect this. From now on anything you collect should go straight into the luggage unless



otherwise specified.

Go back into the Psychiatrick-erist's and the middle seat will be free. When you sit down swipe the butterfly net, and exit.

Leave the square and go to the alley. Find the magic paving stone then wait until it fires you to the roof tops.



Go left and collect the ladder which forms a bridge from one roof to the next then go to then click on the window to return to the alley. Return to the university.

Choose the path to the left which goes round the back. Take the net from the luggage and put it in the personal inventory then use the ladder on the window. Take out the net to catch the pan

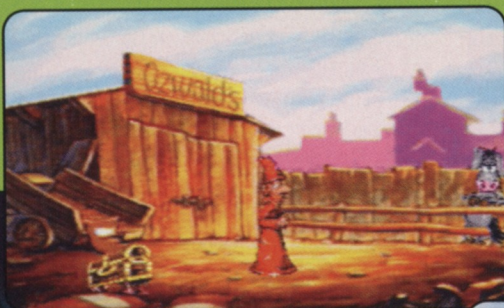


cake then enter the uni through the main door and go into the kitchen, and get the frying pan. This is your metal object. Now



leave the university.

Click on the left end of the street and enter the barber shop. Talk to Lady Ramkin then examine her rollers and continue the conversation until she decides to change her hair do. Leave and return to the square.



Talk to the urchin on the far right and eventually you'll ask him for pocket-picking lessons. Practice on the old-timers and nick the bra!

When you've learned the skill an icon appears in the personal inventory.



Return to the barber's and talk to the barber himself until he starts dreaming of the milk maid then use the pick pocket skill on his pocket to get the roller.

Go to the toyshop on the left end of the street. Get a toy and the string then go to the livery stable (bottom and slightly right on the



map and grab some corn.

Go to the alley and walk to the right end avoiding the magic slab and enter the door This is the alchemist's. Talk top the alchemist then examine the camera to dis-



cover an imp. Examine the items on the desk and use the corn on the flame. This distracts the alchemist enabling you to collect the imp. Unfortunately he escapes and runs outside. Go out and us the worm on the string then use this new item on the mouse hole in the right wall. The imp emerges and can be caught. Leave the alley.



Go to the palace. Talk to the guards until they start fighting then nip through the door. Talk to all the people then go through the door with the star on it. Take the mirror from the dressing table. Put it in the personal



inventory, not the luggage. Leave the palace.

Return to the alley and allow



yourself to be fired onto the roof. Now go to the big tower in the background by clicking on it. Crawl to the end of the flag pole and use the mirror on the tip. Click it again and wait for the animated sequence to end. The mirror drops off straight into the luggage below and this gives you the dragon's breath. Go back to the uni and the Arch Chancellor.



Give all five items to the Chancellor and after the following sequence you receive a dragon detector. You're then taken to the map screen with a clicking noise in the back ground. The faster the clicks the closer you are to the dragon move around carefully until you come to its lair.



Collect all the treasure and a dragon appears. It tells you to collect a gold item from each member of the 'brotherhood' who summoned it. Before you leave get the screw driver off the wall. Cue act two...





solution

Discworld

Act Two

Go to the university library and talk to the sleazy guy at the back. When he tells you about the golden banana give him all the treasure you tool from the dragon's lair. Then give the banana to the monkey librarian. This gives you access to L-space.



You'll see a bright door has opened up at the back of the library and this is the entrance to L-space. It's a basically a time portal which allow you to travel to and from between the present and the previous night and comes in very handy throughout act two.



Go into L-space then wait for the thief who arrives to steal the Dragon Book. Follow him to the hideout of the brotherhood.

Go to the park and use the frog on your past self who's asleep on the bench. Now use the net on the butterfly.



Go to the street and head for the corner then use the butterfly on the lamp. Return to the present through L-space (you can use the secret entrance to the library rather than having to traipse all the way through the university each time).

Go back to the street and down the passage nest to the fishmonger to get the monk's robe off the washing line.

Go to the Broken Drum pub and



examine the bottles behind the bar. Buy a glass of counterwise wine and a tankard of grog then take the glass and the tankard, together with a complimentary box of matches from the bar, and be on your way back through L-space.



Go to the hideout and operate the drainpipe next to the door then go back right and wait behind the fence. When the thief appears use the glass with the drain to overhear the password.

Now use the monk's robe on Rincewind (he'll put it on) and knock on the door. An animated sequence follows as the brotherhood summons the dragon. The members are the Jester, the fishmonger, the dunnyman, the thief the stonemason and the chimney sweep. The dragon told you you must take one gold item from each of these six people.



Go to the square and get some doughnuts from Dibbler then go down the alley just behind him. Give the doughnuts to the Dunnyman then go to the Psychiatrickrist's. Talk to the milk maid and take the love letter.



However you can only talk to her by sitting next to her. If the next seat isn't free talk to the troll, leave and re-enter. They should have changed places.



Go to the barber's (also a dentists by co-incidence) and give the milk maid's note to the barber. He will now leave. Operate the dentistry machine and the hapless dunnyman's golden tooth will soon be yours.

Return to the uni, go around the back and take one of the dustbins. Now go to the inn located at the top left of the map. Go through the door, through the bedroom into the bathroom and swipe the bubble bath.



Go back to the Psychiatrickrist's and keep talking/exiting/re-entering until you can get the seat nearest the secretary. You'll then be called up stairs and following the sequence two new items – ink blot pictures – will be in your possession.



Go back to the palace and give the guards one of the pictures. Wait until they start fighting then pass through. Use the garbage on the fool then follow him into the dressing room. Use the bubble bath on the bath and grab the hat from the hat stand. The bell is the jester's gold item.

Go to the toyshop and get a hog father doll then to the city

gates. Examine the boxes and get the gunpowder and fireworks.

Go to the alley and put the hog father doll in the personal inventory. Next head for the rooftops via the magic paving stone. Use the doll on the chimney to the right then return to ground level.



Enter the alchemist's (which is now full of smoke) and use the gunpowder on the fireplace and the string on the gunpowder. Drag the pointer around to find where everything is.



Leave and light the fuse which is hanging out of the drainpipe to the right and the resulting explosion brings the sweep crashing down to earth and his prized gold brush into your possession.

Go to the square and talk to the lovable urchin. When he tells you he can only show you the handshake once you've proved your manhood



Go to the inn, check out the bed in the bedroom and take the sheet before proceeding to the Broken Drum.

Talked to the 'scared guy' then return to the library and go





through L-space.

Head for the inn, put the sheet on and wake the man in the bed. While he's quivering under the covers the next sequence plays itself. At the end you find a hammer but don't know what to do with it.

Leave the inn, go back through L-space, go back to the Broken Drum and ask the scared guy about the hammer.



Then it's back through L-space, back to the inn, wear the sheet wake the guy and at the end of it all you'll have a pass to the city gates in your hands. Phew! Return through L-space.



Go to the city gates and show your pass. The guard will open them and let you through. A new map now appears. Visit the mountain pass then keep walking until you're confronted by a bird. A sequence follows at the end of which collect a feather and an egg.

Go to the edge of the world (trace the pointer around where the sea meets the sky until the message appears).



Shake the palm tree until the coconut falls into the water then use the net to fish it out. Exit and return to Ankh-Morpork.

Go to the university kitchen and get the flour then go through L-space.

Go to the alley where you found the monk's robe and open the toilet door. Read the graffiti on the inside then return through L-space.

Go to the palace and use the remaining ink blot to get past the



guards. Talk to the peasant until he tells you about the thief then leave and travel through L-space to last night once more.

Find The Shades on the map and go there. You couldn't previously enter this area.



Travel to the far right and up to the building with the red light and the three iffy looking tarts. Talk to the one on the right and keep the conversation going until Rincewind asks for a special. When she asks, give her the flour, the egg then use the screwdriver on the coconut and give her this also (milk).

You'll leave with a pair of Sally's bloomers as a trophy so return through L-space and go back to the urchin the square.



Show him the bloomers and he'll show you the handshake. Once it's learned return to The Shades.

Find the stonemason and talk to him then use the handshake (an icon will have appeared in the personal inventory). You now have his golden trowel!

Walk to the very right until you get to the thief's hovel then use the ladder on the bra in the luggage. Use the modified ladder on the hovel to make a bridge then cross it.

Try and get the key and the thief turns over. Use the feather on his feet and he turns back. This time you're able to grab it and



make your escape. Another golden item for the collection.



Go to the fishmonger's and use the string on the octopus. Now you're free to take it.

Go through L-space then to the street of the night before. Go to the corner and nick the pot off the window sill. and back through L-space once more.

Leave through the city gates and click on the Dark Wood to the right of the mountain range.

Work your way right until you reach the house and go in. This is Nanny Ogg's house. Use the pot on the cauldron then head back to the city.



Go back through L-space and go to the pub. Talk to the bloke at the table just to the right of the bar. Then look at the picture and as soon as he turns round click on his glass to turn it over. A sure sign of spoiling for a rumble!

When the bouncer goes inside use the ladder on the pub sign, climb up it and nick the drumstick. Return through L-space then go up to the university dining room. Use the drumstick on the gong to the right.



Go outside and you'll see the young wizard has gone up to dinner leaving his prunes on the bench. Best nab 'em, eh!

Go back to the fishmonger's and down the alley where the toilet is. Use the pot of love custard and then the octopus on the toilet can and close the door.

Go back out in front of the

stall and swap the prunes for the fishmonger's caviar.

Off he goes to the toilet and following the ensuing struggle you can nick his belt buckle.

Return to the barn where the dragon is hiding and hand over all six of the gold items



Unfortunately the dragon decides you're as responsible as the rest of the brotherhood and vows revenge. The only thing to do is to stop the summoning from having taken place.



Go to the square and visit Nanny Ogg's stall. Talk to her until she gives you the magic carpet then keep talking until she asks for a kiss. When she puckers up you able to swipe the love custard recipe book.



Go back through L-space and take the dragon book. It's on a shelf to the right of L-space. When you have it use it on the recipe book to swap covers and replace the recipe book which now has the dragon book cover on the shelf.

Wait awhile and the thief comes and takes the book. An animated sequence follows with an even bigger problem at the end which only successful completion of act three will sort out.]



solution

Discworld

Act Three

Talk to the guards at the city gates and they let you know the things required to become a hero capable of slaying the mighty



dragon. These are a moustache, some kind of camouflage, a birthmark, a spell, a talisman and a sword that goes 'ting'.

Go to the library and look around the shelves on the right until you find the magic book. Read it then stash it and that's the spell found. Simple.

Next get the spatula from the uni kitchen and go to The Shades. And find the sooty mark on the wall.

Scrape it off with the spatula and this makes a perfectly adequate method of camouflage.



Go to the inn and try to talk to the sailor but you can't because of the dog

Next go to the square and get a bag of leeches from Dibbler.



Keep talking and eventually he'll hand them over. When it's in the inventory use it to separate the bad from the leeches.

Go to the palace and use the



leeches on one of the guards to get past then enter once more.

Go to the back to the dungeon entrance and enter then walk as far to the right as possible. Check out the skeleton and pick up the bone when it falls apart.

Go to the toyshop and examine the pot of glue on the counter then use the bone on it.

Take the gluey bone to the inn and give it to the dog then talk to the sailor without fear of inter-



ruption. He asks you to find his lost parrot and gives you a whistle.

Go to the edge of the world. On the way there's an animated sequence involving a pretty impressive set of boobs so sit back and enjoy!



At the edge of the world blow the whistle to make Polly appear then use a firework on him to shoot him down. Unfortunately you can't quite reach him at this point.

Return to the square and take an egg from what used to be the



tomato stall. When it breaks pick up the snake which emerges.

Now go to the closet from which you got the broom and use the matches on the lamp to the left of the door. You'll see a packet of starch on the right which you should collect and use on the snake. It will soon make sense, honest!



Next go round the back of the uni buildings and use the fertilizer you find there on the snake. You'll see it get bigger.

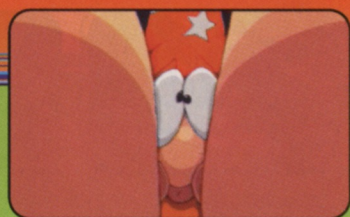
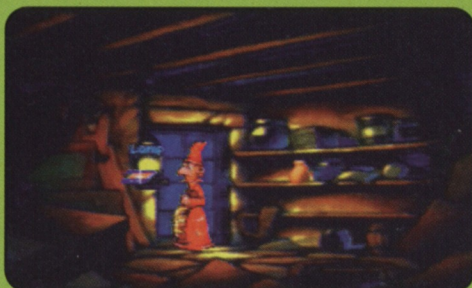
Take the starched and fertilized reptile up to the dining room and switch it for the broom handle in Windle Poons' hand.

If you now use the broom handle with the butterfly net the handle will be extended allowing you to return to the edge of the world and fish Polly out of the water.



Go and give the sailor his Polly. Unfortunately he won't take it as you've lost the whistle so this must be retrieved.

Go to the Arch Chancellor's room where you'll see a hat resting unattended



on the desk pick it up and examine it in the inventory to discover something inside.

Go back to the edge of the world and take the lamp from the holder in the water to the left of the palms.

Replace the lamp with the hat



and a rope of hankies will flow down over the edge of the world allowing you access to a new area.

On the way down you meet death but this conversation plays itself so just sit back and watch.

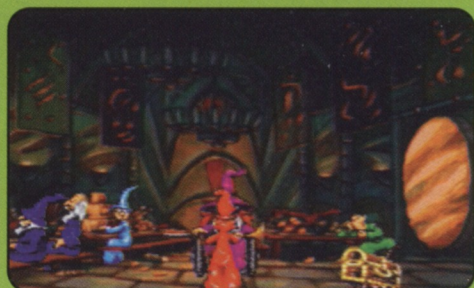
Eventually you'll find yourself on the back of A'Tuin the turtle. Comb the surface of his shell to locate the whistle then return up the hanky-rope.

Return it and the parrot to the sailor at the inn then talk to him about his tattoos.



Go to the barber shop and collect the appointment book. Just search if you don't find it straight away.

Next go to the Psychiatrickrist's (which is now a casting agency) and use the appoint-





the knife on the rubber belt, put the belt in your personal inventory and exit.

Leave the square, head to the alley and go up onto the rooftops. Now go up the tower where you got the dragon's breath and crawl out along the flag pole and use the rubber belt on the tip.

Rincewind will now bungee jump down into the square and after a couple of failed attempts



ment book on the milk maid (you have to be sitting next to her to do this).



Now leave the city gates and visit the wood where you'll come across the barber. Give him the appointment book.

Go to the barber shop and talk to the barber about a tattoo and eventually he'll tell you to see urchin in the square.



Next return to the The Shades and go to the thief's house (use the bra-ladder as before). Operate the bag on the shelf then take the knife that is revealed.

Return to the square and go down the alley to where the dunnyman's machine is located. Use



grab the transfer tattoo from the urchins hand.

Go to the livery stable and examine the corn by the donkey cart which is obscuring the



license plate.

Next visit the alchemist and tell



him about the corn then return to the livery stable and examine the plate. Sadly it's covered in mud.

Go to the wood where the barber was standing earlier on and let the bucket down into the well. Next use the pot on the bucket to fill it with water.

Return to the inn, go into the bathroom and use the pot of

water on the soap then it's off to the palace.



Go into the jester's dressing room and take the scrubbing brush from the bath. Use this on the pot of soapy water in the luggage inventory.

Go back to the livery stable and use the soapy scrubber on the license plate to reveal the number of the donkey cart. Make sure you click on it to read it before leaving.



Now go back to the alley and put the knife in your personal inventory. Go up onto the rooftops and climb round to the ladder-bridge where you should use the knife on the rope securing it down. Now return to the alley and wait for the assassin to drop in. The resulting conversation leads to the donkey getting arrested and put in the stocks.



Nip over to the barber shop and search around until you find the scissors then exit.



Return to the square and use the scissors on the donkey's tail to gain for yourself an impromptu moustache.

Go to the Broken Drum and talk to the Braggert — he's the guy sitting furthest to the left.

Go to the brotherhoods hide-out, don the robe and knock on the door. Following the conversation you'll receive a plate of love custard.

Make your way to the Dark Wood and visit Nanny Ogg. Check out the bottles then talk to Nanny Ogg about the truth potion.



When she asks for a kiss and puckers up use the custard on yourself. Take the potion and go back to the pub.

Talk to the Braggert then go and buy some drinks. Before handing them over use the truth potion. As you can see,





Act Three cont'd



The town square complete with everyday townsfolk. An Amazonian warrior maiden, a walking suitcase and a donkey in the stocks. Er, okay!



Resisting the temptation to get off with Nanny Ogg is one of the game's easier challenges.



The gates to the Dragon Sanctuary. Even fire-breathing demons need a home!



things go wrong and a new plan is called for.

Go to the Alchemist's and get the camera from the shelf as you need to create a forth picture to hang in the bar.

Return to the pub and examine the bottles behind the bar. Buy some cactus juice and take the worm from the bottom of the glass.

Next stop is the palace where once more you must head into the dungeons. Examine the hole to the right of the three cells then use the worm with the string in you inventory. Use the worm-on-a-string and grab the rat. Click on the rat in the inventory to reveal it's really an imp in disguise. Use the imp on the camera.

Go to Nanny Ogg's and look at the trail of wool which will eventually lead you to a paddock out the back.

Examine the sheep then take the mallet from the pile of wood and exit.

Go to the dragon sanctuary which has now appeared on the main map.

Walk up to the door and knock then talk to Lady Ramkin. Go round the back and talk to her then go back round the front and knock once more.

When she opens the door dart round the back and swipe the rosette, the lead and the nail.

Go back to Nanny Ogg's and use the rosette on the sheep. Now use the camera on the sheep to take a picture.

Go to the street and visit the fishmonger's where you should grab

the octopus picture. Use it with the photograph.

Go back to the pub and use the mallet to knock the nail into the beam behind the Braggert. Next use the picture on the nail and talk to the Braggert once more then get some more drinks and use the truth potion.

After the conversation leave the city gates and go to the temple which now appears on the world map. Before stepping on the bridge select the magic carpet and place in front of the monk.

When he falls over the edge you can enter the temple unhindered.

Once in the temple take the bandana from the hat stand then use the leash on the luggage and the bandana on yourself. The luggage now leads you blind man-style past the traps.

Use the pouch from the personal inventory on the sand to the right of the screen then use the



bag of sand on the Eye of Offler. An animated sequence follows.

Next it's back to the well in the wood where you should use the screw driver to prise off the winding handle.

Now go ti the dungeon where you'll find the jester and Chucky



on the rack. Use the handle on the crank on Chucky's rack and the sword will be revealed. Now talk to the torturer.

Next go to the city gates and talk to the tall guard who just happens to be a dwarf.

Leave the city and go to the



newly revealed dwarf mine.

Talk to the dwarf with the sword to the far left until he asks you for a glass of elderberry wine.

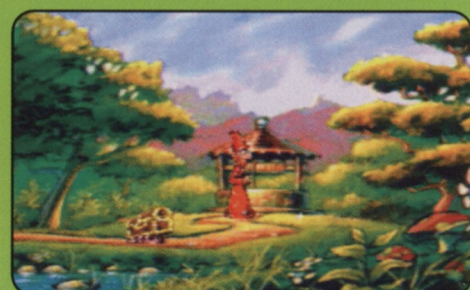
Go back to the pub and talk to the barman then use the trapdoor at the back.

Unfortunately Rincewind will only go so far.

Go to the inn and examine the door from inside

the bedroom. Have a conversation with the bogeyman you discover then use the screwdriver on the door. Talk to him some more and use the cloud icon.

Eventually the bogeyman goes off to the pub to scare off the mice.





The trusty luggage follows Rincewind anywhere whatever the risk.



On returning with your heroic goods, the whole town is out for the show!

This is the entrance to the dwarven mine. It's you'll find a swordsmith who can tune your sword which makes a nasty plunk noise and turn it into a sword with a rather attractive 'ting'. Listen, just accept it okay!

Head to the pub and down into the cellar where you can examine the barrels. Use the tankard on the elderberry one and return it to the dwarf.

The dwarf now agrees to tune the sword for you which means you have all the items required to take on the dragon.

Upon leaving the mine you're taken straight to the square and an animated sequence follows leading into the fourth and final act.



The best place for the court jester, this. He wasn't funny and he only ever causes trouble.



Act Four

Walk to the centre of the square to find Lady Ramkin lashed to a rock. Examine her stockings and take the car.

Go to the dragon sanctuary and go round the back to the dragon pen. Enter

using the car and find Mambo the dragon who you should collect.

Go to the dungeon and use Mambo on the burning coals where the torturer used to be.

Next to Nanny Ogg's where you should use Mambo on the cauldron to give him an extra boost.

Lastly it's to the dwarf's mine and use Mambo on the fire.

You're now taken back to the square for the big finish. This is mostly pre-rendered though one tiny puzzle-ette remains. We wouldn't to make it too easy for you though so we'll just give you a clue — it involves the custard! And that, ladies and gentlemen, is the end. Hurray!

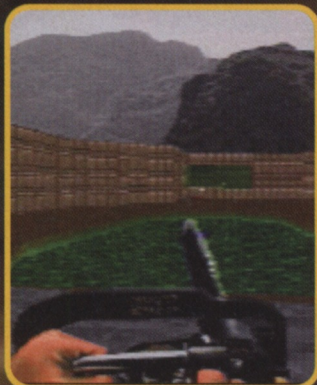




Earth can seem so far away when trapped in the darkest depths of hell, fighting every step of the way. Very few ever manage to see the light again after entering this monstrous shoot 'em up, so, for those struggling within the confines of Doom's hellish nightmare, a guide has come to your rescue to save you from being Doomed forever.

Chain saw

This weapon is an efficient killer but only at close range so it is best to be used with caution. Drawing the enemy round a corner and then making a kill is generally the best method.



Doom

Good Advice

Although some would say that to be a true Doomster, a psychopath is the only way to be, in reality intelligence is the key to success.

1) Instead of rushing around in a blasting frenzy, take each corner with caution using the strafe button to bring the unknown into view.

2) Be prepared to retreat if things get too hectic as the creatures may follow and you can set yourself up with some cover.

3) Ensure to have secured areas behind you as all too often you can end up being shot in the back by an

unseen enemy.

4) Don't pick up the items as soon as you find them. Save them until they are really necessary.

5) Keep referring to the map to stay orientated.

6) Sidestep enemy fire to keep them in view so you can keep shooting.

7) Listen to the sound effects as they can often reveal where creatures are and where doorways may be.

8) Try to shoot the barrels when enemies are near them as this can save ammo.

Weapons

Pistol

Not really an ideal weapon for killing hordes of monsters but, it is always by your side just in case of emergencies.



This gun is ideal to use in monster packed corridors but it is not very powerful, so it is best used only on the weaker creatures.



This weapon packs a punch and must be used with great care. It can kill several creatures at once but be sure to use it at long range only as it can damage you as well.



Plasma Rifle

This gun fires rounds extremely quickly and is powerful too but keep an eye on your ammo as it can run out all too quickly. This is the best weapon for monster packed rooms and can be used at both close and distant quarters.



Shotgun

The shotgun is the best weapon to keep in hand as it is relatively powerful, especially at close range. Long distance shots tend to be quite weak as the gunshot spreads out.



Double Barrel Shotgun

This gun provides a maximum gore factor and is extremely powerful, but, it takes a long time to reload so aim has to be perfect.



Chaingun

Rocket Launcher

BFG

This is by far the most powerful weapon of the game and is ideal for clearing rooms full of monsters. It is also the best weapon to use against the big baddies such as the CyberDemon, but beware, it takes a long time to charge up and reload.

Two Player Modes

Cooperative Mode

This mode is very much like the One Player mode and the tactics are generally the same, but, it must be remembered that cooperation is essential for success. Splitting up is unadvisable as meeting in dark corridors can lead to an exchange of unwelcome

gunfire. Items should also be equally shared to extend the longevity of each other. Good communication can also aid orientation and strategy so keep informing one another of your position.

Deathmatch

There are several tactics which can give an edge over an opponent which are as follows. Collecting as many weapons as possible not only provides yourself with an awesome infantry, but, it also restricts the number of weapons obtainable by your opponent which can give a great advantage. Putting on the pressure can also be necessary, especially after a heavy exchange of gunfire, so give

chase when the opportunity arises. Setting traps by hiding around corners can be ideal, especially if the opponent has an ego too big for anyone's liking. Try waiting near a teleport and letting all hell break loose when they appear. Finally, keep an ear open for movement such as an elevator moving, as this can provide clues as to where your opponent is located.

Cheats

To activate the following cheats, pause the game before pressing the combinations : -

Invincibility: Down, L2, Square, R1, Right, L1, Left, Circle

Full Inventory: Cross, Triangle, L1, Up, Down, R2, Left, Left

Level Warp: Right, Left, R2, R1, Triangle, L1, Circle, Cross. (To pick level use Left and Right and Cross to select)

X-Ray Vision: L1, R2, L2, R1, Right, Triangle, Cross, Right

Map All: Triangle, Triangle, L2, R2, L2, R2, R1, Square

Map All including Objects: Triangle, Triangle, L2, R2, L2, R2, R1, Circle

Doom Levels

Map 1

This being the first level is very easy but there are several secret locations which provide the shotgun and blue armour. These are all located around the room full of acid. To activate the elevator in the green room, run from the opposite end across the acid. Watch for the grey wall within the brown as this is a secret door to outside the building.



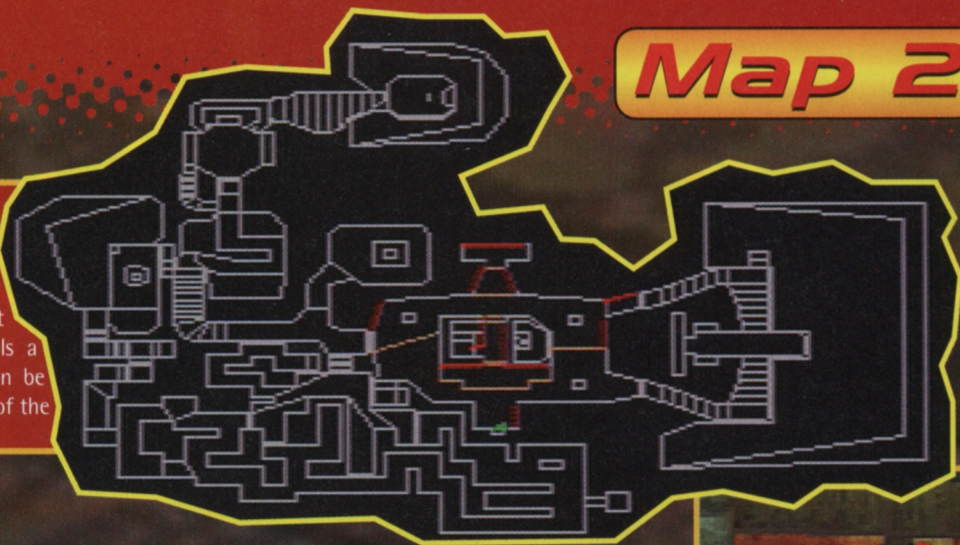


Tips Doom

Map 2

Level 2 Code (Plant): CR13WDD3DB

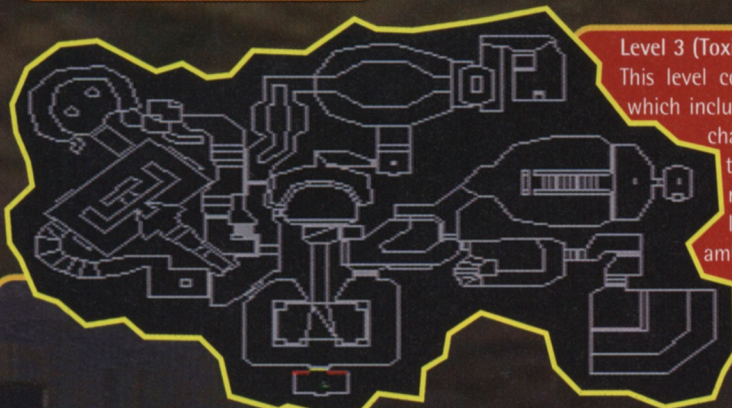
The chaingun and the chainsaw are the main hidden bonuses on this level. The chaingun is found outside the building, right from where you begin. To activate the secret opening, a brown wall within grey reveals a switch in the first room. The chaingun can be found within the maze behind the left side of the red door.



Map 3

Level 3 (Toxin Refinery): 3JJCMK8W64

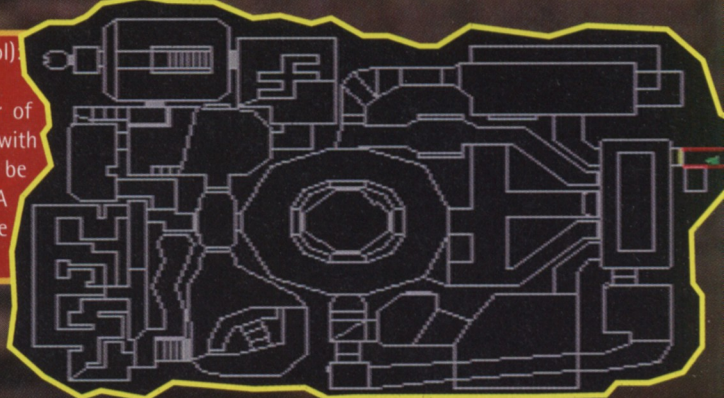
This level contains a large number of secrets which include items such as a rocket launcher, chainsaw and a level warp bonus. All of the secrets are based around the main first room. When nearing the level warp, be prepared for the ambush set by a large horde of monsters.



Map 4

Level 4 (Command Control): 03LTJOY!02

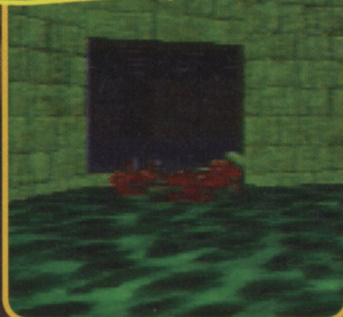
This level contains a huge number of creatures but is also well stocked with items. The rocket launcher can be found at the end of an acid stream. A protective suit can be found in the centre arena of the level.



Map 5

Level 5 (Phobos Lab): H33!1HFTHK

This level contains several secret rooms containing items such as a chainsaw and a rocket launcher. The pool of acid near the beginning of the level contains a hidden doorway revealing a room with a rocket launcher. This level requires caution as there are many monsters.



Level 6 (Central Processing): 04MSKZX9Z1

This level requires a great deal of searching for the keys and beware of the many ambushes that await you. The room containing the exit has an especially large horde of monsters hidden away so ensure you are well prepared before activating any switches.



Map 6

Map 7



Level 7 (Computer Station): YTLCXXLV

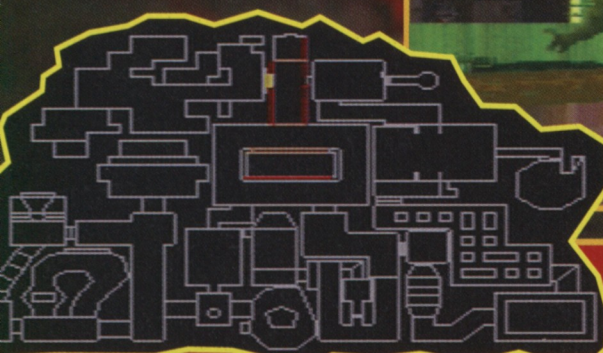
This level requires a great deal of searching for the keys. The fighting is hard but straightforward as there are very few traps. There is plenty of cover available to fight intelligently and this is what's required. Many of the acid pools contain items.



Map 9



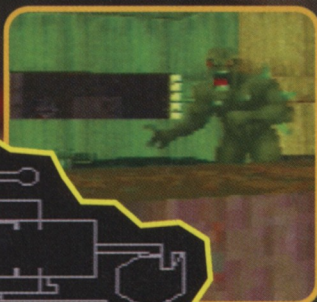
Map 11



Level 11 (Refinery): H!!!3WDGLDB

Big creatures begin to become the norm on this

level with a special surprise right at the beginning. The trick is to avoid these as they cannot follow you. The BFG 9000 can also be found on this level near the start inside a little green room.



Map 8

Level 8 (Phobos Anomaly): 09SMBY04YW

This is a very short level but contains two tough monsters. There is only one hidden room containing a blue armour suit which can be found at the bottom of the first flight of stairs. Make sure you are well armed before entering the star shaped room.

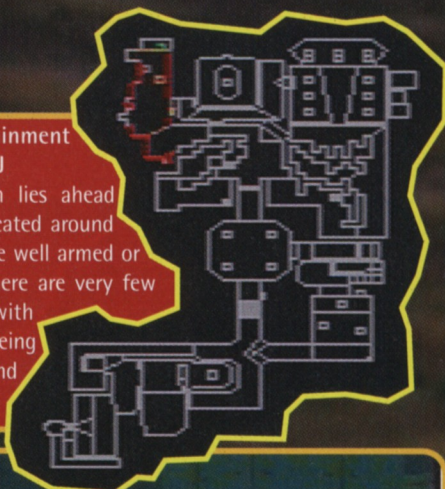


Level 9 (Diemos Anomaly): 7KKBLD7V53

This is a relatively small level but contains many monsters. It also contains some transporter puzzles which can place you in the middle of many monsters. The end of the level near the exit also has two powerful creatures so be prepared.



Map 10

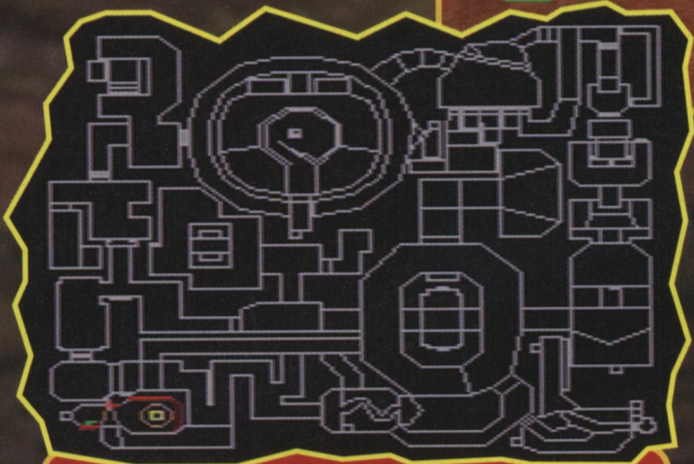


Level 10 (Containment Area): FM4217GSGJ

One major ambush lies ahead during this level located around the yellow key so be well armed or prepared to run. There are very few hidden bonuses with only a plasma rifle being the main prize found above a pillar.



Map 12



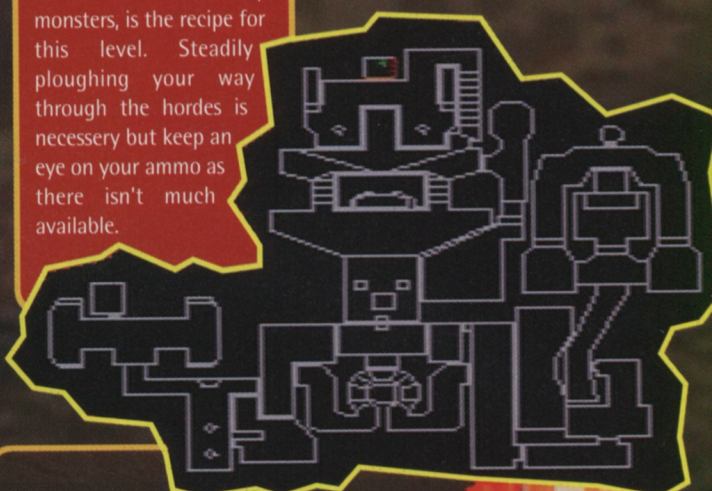
Level 12 (Deimos Lab): 07QPDW26WY

Several big creatures wait to confront you in very awkward areas so tread carefully and remember to secure areas behind you because running for cover may be necessary. There are a few bonus items in the acid pools but most are well guarded so beware.



Level 13 (Command Centre): H776XCKPCF
Big rooms and bigger hordes of blood thirsty monsters, is the recipe for this level. Steadily ploughing your way through the hordes is necessary but keep an eye on your ammo as there isn't much available.

Map 13



Map 14



Level 14 (Halls of the Damned): Y6PQH1171Z

The first room contains a rocket launcher but beware because behind the first door waits a big nasty, so give some distance when firing the rockets. Large pools

of acid have to be crossed with no protection so make sure you use the run button.



Map 15

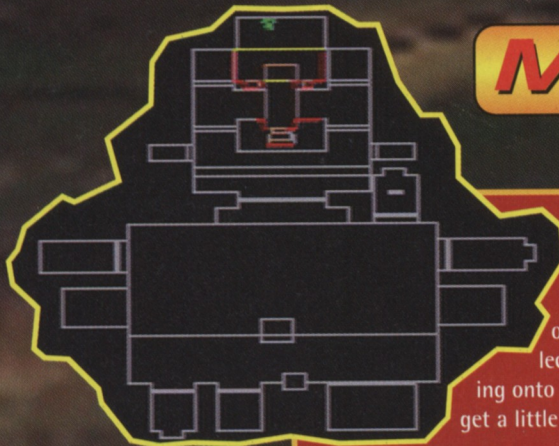


Level 15 (Spawning Vats): YPPQH1101Z

This level has one major confrontation which can be easily dealt with because of an invincibility power up being nearby. The fight can be won without it but not without loss. A big monster also awaits near the exit so be prepared as it may knock you into an inescapable pool of acid.



Map 16



Level 16 (Hell Gate): FGZY5MMYMP

A relatively simple level, this one. You should be able to collect all the bonuses before moving onto the next where things start to get a little more tricky.



Map 17

Level 17
(Hell
Keep):
ZZY5MMFMP

This level provides a tough fight so tread carefully. The puzzles are simple but made awkward by the sheer number of monsters. Near the exit at the end of the level is an especially large group of creatures so ensure you have enough ammo. There is little ammo in the level so shoot sparingly.



Map 18

Level 18
(Pandemonium):
YOHDP33X35

This level's layout is very congested and requires a great deal of close combat. There is only one major room of bonuses which can be opened by standing on what looks like an altar. Although there are many creatures there is only one large enemy.



Level 19 (House of Pain):
HYZ8SLGSQ

Once through the first transporter, confrontations come thick and fast but are nothing compared to the fight at the end near the exit so ensure to be well armed. The yard next to the exit is large so stay well back from the enemy and sidestep their missiles.

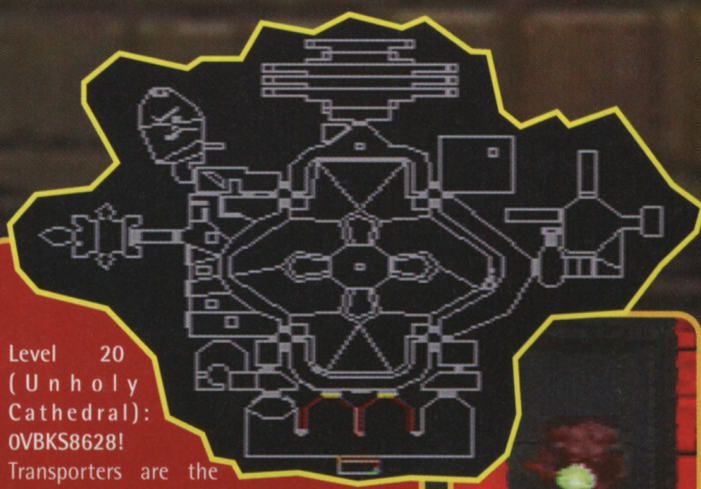
Map 19



Map 20

Level 20
(Unholy
Cathedral):
OVBKS8628!

Transporters are the main hardship during this level because there are so many of them to be navigated. The trick is to take note of the scenery to remind yourself of which transporter goes where. Scenery will also help orientation through the maze, and, ensure that you run over the poisonous pools.



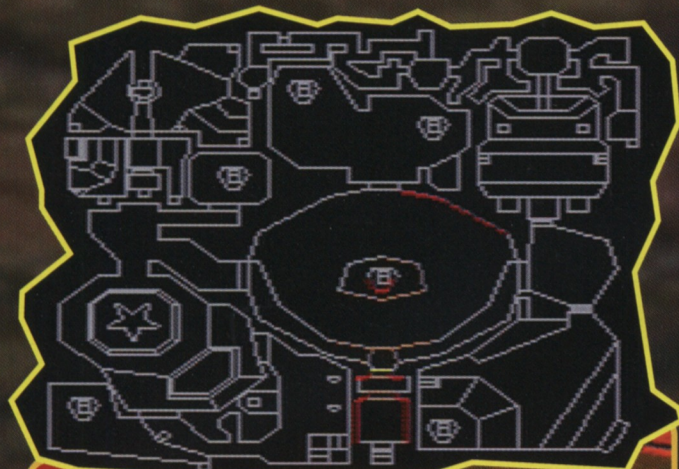
Level 21 (Mt Erebus): HVV29RPKRT
This level layout contains several separate buildings which contain the keys. The main challenge lies outside the buildings with the large number of creatures, but, there is a large amount of space so utilise it wisely with sidestep dodging.

Map 21



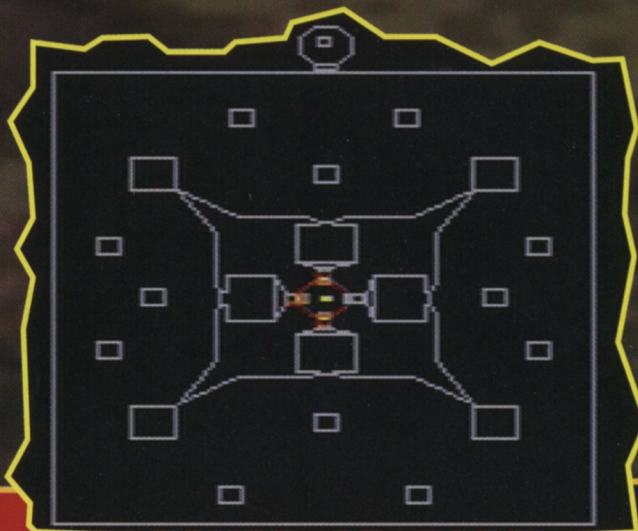
Map 23

Map 22



Level 22 (Limbo): OWCJT75179

Use of the transporters and keys are not the only problem in this level although they are hard enough. There are also large areas covered in acid and a few powerful monsters. It is very important to take note of your health before stepping onto the acid and ensure to use the run button.



Level 23 (Tower of Babel): HWW1!QNJQS

This level can prove to be incredibly hard because of the number of big monsters including a CyberDemon. The only way to complete it is to kill all of the creatures, so keep running to avoid missiles until in a clear space. Use your most powerful weapons.

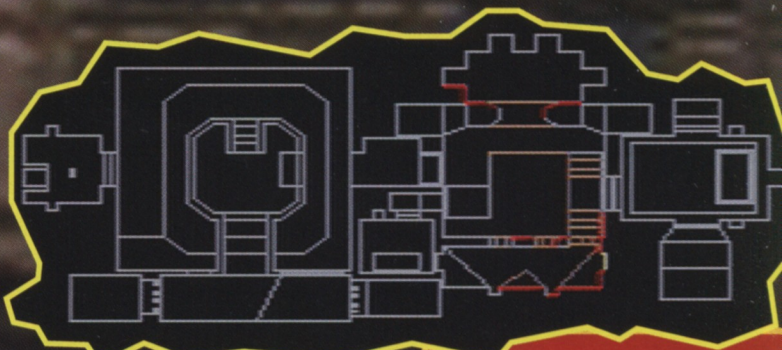


Map 24

Map 25

Level 25 (Perfect Hatred): H11W3PRCPM

An automatic weapon such as the plasma rifle is essential for this level which pits you against hundreds of monsters. Watch your step because falling off the pillars into the acid can lead to injury although there is a protective suit..



Level 24 (Hell Beneath): 01JCL68W64

The narrow ledges upon which to fight make dodging missiles difficult so kill the enemy as quickly as possible.

Map 26



Doom 2 Levels

- Level 31 (Entryway): COW1!QNJQS
- Level 32 (Underhalls): VM!3V1D3DB
- Level 33 (The Gauntlet): W394W2DMFC
- Level 34

- (The Focus): ZQ58ZKJRKH
- Level 35 (The Waste Tunnels): Z758ZKJ8KH
- Level 36 (The Crusher): 5C2V3DQBNL
- Level 37 (Dead Simple): NCKBLX7V53
- Level 38



Level 26 (Sever the Wicked): 02KBM57V53

Activate the switch to your left and make a dash for the underground tunnel where you are more protected.

- (Tricks and Traps): 1Q580FCRKH
- Level 39 (The Pit): HTMSKZZ9Z1
- Level 40 (Refuelling Base): WS58ZKCRKH
- Level 41 (O of Destruction):

Map 27

Level 27 (Unruly Evil): H22V4NQBNL
A very tough level filled with enemy creatures but it can be won with intelligent fighting tactics. There are plenty of health bonuses to be found but few ammo bonuses so fire sparingly if possible.



Map 28

Level 28 (Unto the Cruel): OZGFN4IY46
Yet another slogathon but there are plenty of bonuses to be had behind hidden doorways so check anything that looks interesting. There are a few simple transporters but the number of creatures proves to be the biggest problem.



Map 29



This is quite a complex level with a confusing layout so keep your wits about you. Hordes of monsters are also at hand so fight hard but carefully as there are very few bonuses to be had.

Map 30

Level 30 (Threshold of Pain): 00HDP39X35
Truely a test of your fighting skills as there is plenty of everything here, plenty of health bonuses, plenty of ammo, and most importantly, plenty of monsters to kill.



SNRG2W820
Level 42
(The Factory): WT670JBQJG
Level 43
(The Inmost Dens): DQLTJ1Y!02
Level 44
(The Suburbs): 0Q76XCKPCF
Level 45
(Tenements): HQQPDW26WY
Level 46
(The Courtyard): OR85YBJNBD
Level 47
(The Citadel): HRRNFV15VX
Level 48
(Nirvana): ODX07TMHTR
Level 49
(The Catacombs): HDDHQ!40!8

Level 50
(Barrels of Fun): 0FYZ8SLGSQ
Level 51
(Bloodfalls): HFFGR93Z97
Level 52
(Abandoned Mines): 0BV29RPKRT
Level 53
(Monster Condo): HBBKS8628!
Level 54
(Redemption): 0CW1!QNJQS

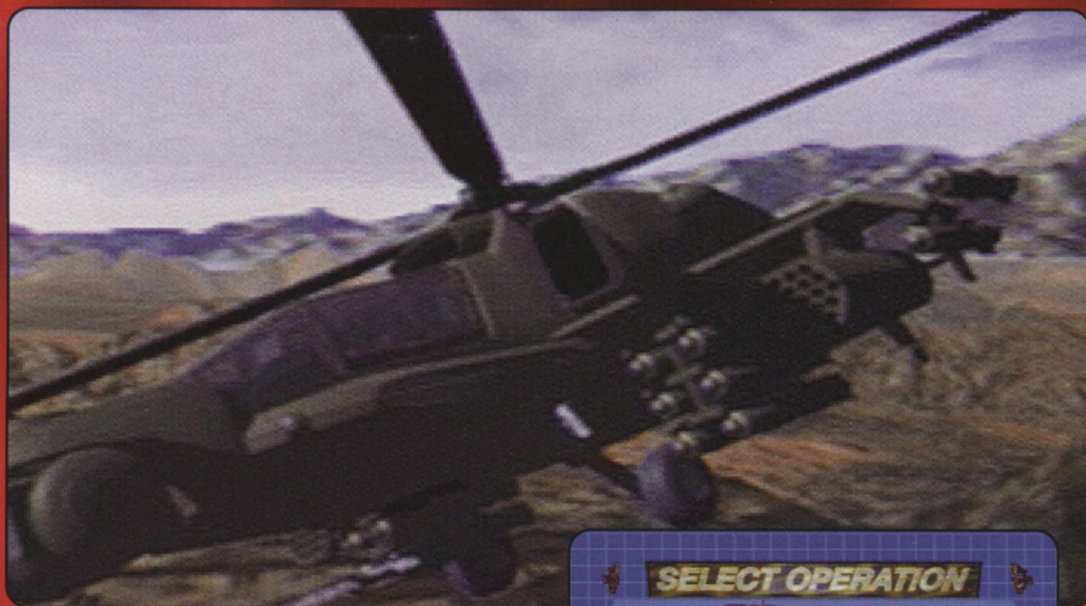
Hidden Levels

Level 55
(Fortress of Mystery):
SCNRG2W820
Level 5

(The Military Base):
3P67ZNBQJG
Level 57
(The Marshes): JCGDNFL665
Level 58
(Club Doom): LP1RY81000

FIRESTORM

Core Design's impressive 3D chopper shoot-em-up gets the Total PlayStation treatment as Jon takes to the skies to find out the best way to stay alive!



Campaigns

Thunderhawk 2 is made up of eight different campaigns, all of which must be completed to finish the game. Each campaign is split up into three, or four missions. Whilst

these have to be completed in a specific order, the campaigns can be flown in any sequence you like. Here's a run down of what to expect on each and, from this, you can judge the best order for yourself.

1) South America - Arms Running

This daylight campaign pits you against the drug cartels of Colombia who are threatening the area by building up massive arsenals of weaponry. The drug lords

are surprisingly well armed and unless you take out the radars quickly, you'll be pounced on by choppers as well as having to contend with the ground forces.

2) South America -

Stealth Down

How a stealth plane, which is supposedly undetectable to radar, gets shot down, is beyond me, but that's what's happened and it's up to you to rescue the downed pilot. Flying in at night, you have to locate the pilot and deliver him from the clutches of the bad guys. Not only that but you also have to prevent the enemy from gathering top secret info from the crashed stealth



It's advisable to fly the missions in order as they only get tougher.

plane.

3) Panama Canal -

Canal Crisis

After a military Junta overthrows the democratically elected government in Panama and blockades the main shipping line between east and west, you're sent in to resolve the situation. Your task is to smash the forces enforcing the blockade and protect any friendly shipping. This basically involves taking out

We have lock on and a missile's flying. Mind you most of the action seems to be happening behind us. Check out all the red on the radar display on the left.



This is how most of your early missions will end. Medals and promotions take practice.



Study the mission map to pinpoint targets and hot-spots of enemy batteries.



lots of missile launchers and destroying enemy shipping. It's not all attack though, you'll also have to defend!

4) Central America -

Recapture Town

Not content with blockading the Panama canal, the Panamanian dictator, General Hernando Dorada, has also invaded the neighbouring republic of Costa Rica. Your task in this campaign is to thwart the General's advances and help the Costa Rican troops take back a small town on the border. There's a lot of friendly troops in this campaign, so make sure you know who you're firing at - unless you're American it's best not to kill your own troops! The main opposition forces you'll come up against are tank units. They're slow but strong, so keep moving and firing.

5) Eastern Europe -

Escort Convoy

A bit of a dodgy mission this one. A town in the former Yugoslavia is starving and you have to aid a convoy in its attempt to break the siege and feed the people. You don't have to worry about air forces in this campaign, but the ground forces can be a real pain in the butt as they sit a long way off and use long range weaponry.

Speed is essential in taking out the enemy before they get the convoy.

6) Middle East -

Recapture Territory

When Iraq invades Kuwait (again!), you must assist a UN liberation force by clearing the beachhead of enemy troops. You'll be up against missile launchers, tanks, ships and the occasional chopper and fighter, so make sure you're well armed. Speed and a good shot are needed if you're to meet much success. Best left until you've honed your skills a bit.

7) Middle East - Oil Dispute

Iraqi troops have invaded Jordan and are heading straight for the capital Amman. Your campaign objective is to help the Jordanian army in repelling this invasion force. Expect tough opposition. Be prepared to let rip with all your weapons but be careful of friendly troops.

8) South China Seas - Piracy

This campaign is spent mostly over water and you'll be mostly up against ships and missile launchers so arm your Thunderhawk appropriately. Not only do you have to take out the enemy, you have to protect allied and civilian shipping. This is a tough mission and one that's not wise to try on your first go.

Total carnage rules! Shame you can't see the looks on the enemy's faces at times like these.

Enemy Hardware

APC's

(Armoured Personal Carriers):

These are generally found supporting tanks. They're lightly armoured and not too powerful. Don't waste missiles on them, just use cannons.

Battleships:

These massive warships are extremely well armoured and carry a lot of firepower. They're best taken out from range.

Choppers:

These come in two varieties. There's the pretty feeble round-fronted ones, or the Apache-type jobs that pose a real threat. Use cannons on the crap ones, but destroy the others quickly with a couple of missiles.

Tanks: These are among the most common enemies you'll face on the land-based missions. They're quite strong and pack some serious firepower, but they're extremely slow. Just keep flying and shooting and they won't be able to get a lock on.

SAM (Surface-to-Air Missiles):

These can be extremely dangerous and must be taken out quickly. The problem is they can get lock on from quite a long distance. If the 'Lock' warning does appear, take emergency action to try and shake the missile off.

General Strategies

Radar Stops Play

At the start of a mission try to remember where all the radars are situated then take them out as quickly as possible. The Radars help the enemy fighters and choppers to pin-point your location. If you destroy them quickly it'll make your life a lot easier.



Keep Low

By maintaining a low altitude (close to the ground) you should be able to avoid the enemy radars and thus be able to sneak up on the unsuspecting enemy.



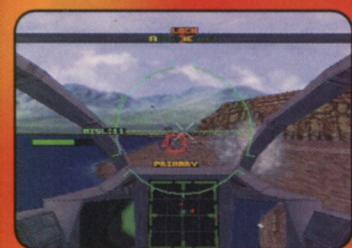
Run Away

If your armour gets low, don't continue the mission and risk losing a life. Exit the mission zone instead. This will mean you'll have failed the mission but you can retry and you'll have kept your chopper.



Tank Attack

The most common enemy you'll come across will be tanks. These are extremely powerful, but deadly slow. If you fly around in circles, or straight overhead they'll not be able to turn quickly enough to fire at you. This means you can pick them off at your leisure.



Ships give you a nice, big target to aim for but they tend to be well protected.

Fifa Soccer

Jon has always fancied himself as something of a footy manager, so when he was given the chance to explore the tactics and strategies of FIFA '96, there was no holding him back.

Jack Charlton is a self confessed hoofer. He always believed that if you whacked the ball upfield, making the opposition play the ball in their own half, you couldn't go far wrong. Terry Venables on the other hand, believes in playing the beautiful game (although you wouldn't know it from watching England). Lots of attractive, open football, with the ball played along the deck in sharp one-two's. But who's right and who's wrong? Well, in the ever changing world of *FIFA '96*, it's hard to say. To be honest, the best way to play is in the way you feel most comfortable. Still, we can at least help you with a few general pointers on how to maximise the potential in your side.

Formations



Most teams in *FIFA* adopt a 4-4-2 system. This basically gives you 4 players at the back, 4 in midfield and 2 up front. Whilst this gives a well-balanced team, it doesn't allow for real strength in any one area. So, if you've got a few talented backs in your side and don't want to concede goals, try a 5-3-2 formation. Alternatively, if you want to saturate the midfield, try 3-5-2.



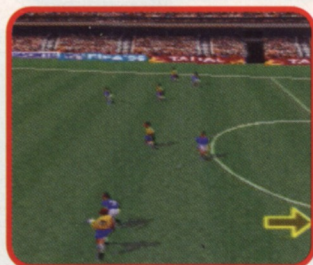
Lastly, if you want to score as many goals as possible, but aren't too concerned about how many you concede, adopting a 3-3-4 formation should suit you fine. Before you plump for a certain formation, check out your players and find out where their strengths lie. If you've only got crummy forwards, then you're not gonna get much change out of a 3-3-4 formation, are you? You've also got to bear in mind the standard and strength of the opposition. If you're playing Brazil who're fantastic in attack, you don't want to be left with just three players at the back. Lastly, remember that there's no formation that will guarantee victory. Each has its strengths and weaknesses. However, if used properly, a good formation will utilise your players to their maximum potential and give you the best chance you're gonna get of winning.

SUBSTITUTION Bra

No.	Pos	Name	Skill
1	G	C. Taffarel	91
17	D	N. Cafu	96
2	D	N. Jorginho	96
15	D	M. Santos	93
4	D	R. Gomes	91
10	M	P. Rai	93
8	M	C. Dunga	93



Coverage



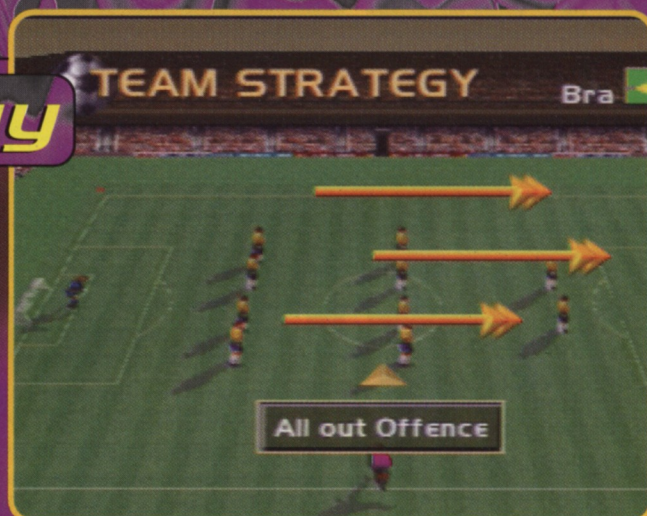
This feature allows you to determine how far forward and how far back your players will go. For defenders, you don't want them going over the half way line. Midfielders are best used to cover the middle third of the pitch, whilst forwards you want to keep pegged into the opposition half. If you play the long ball, it's important to get your players going further forward so they can get on the end of the passes, but if you want to play the ball short, get the players coming back so they can collect the passes.



Team Strategy

Team strategy depends a lot on the circumstances of each match. If you need to win a game 5-0 then there's little point telling your team to play all-out defence. Likewise if you don't want to concede a goal, all-out attack is not going to help.

During a game, the chances are you're going to need to change your strategy. If you go a goal down and there's not much time left then obviously you want everyone to go up in attack. Alternatively, if you go a goal up, you might want to pull everyone back and hold on for the win. So it's important to be aware of your situation and needs and adjust your strategy accordingly. Believe me, it can mean the difference between glory and a humiliating defeat!





Solution

Jumping Flash

This quirky Japanese title blew our minds when it first reached these shores. Not put off though, we toiled away and now share the fruits of our labour for the greater good of all.

Jumping Flash

UP IN THE CLOUDS

Not much of a cheat this one, but it's interesting all the same. Simply hold down the L1, L2, R1 and R2 buttons, then press up, or down to alter the speed of the clouds on the title screen. I told you it wasn't much of a cheat!



Super Beefed-Up Mode

If you finish the game without using a continue, which is no easy feat, you can play the game in Super Mode. This allows you to jump 6 consecutive times rather than just three. Also, if you hold down L1 and L2 you can run a lot faster, which means you can jump higher. By pressing the triangle button, players can also fall a lot faster, doing a lot more damage to any creatures landed upon.

Extra Stages

After killing the Baron in World 6, stage 3, you get the chance to play some bonus stages. These are essentially the same stages as before, but with a few features

moved around into different positions. Some features will have been removed altogether, whilst a few extra ones have also been added. The changes can completely throw you off course, but you'll have to be quick, you only have 5 minutes to finish each extra stage.

General Playing Guide

1 Unfortunately, points don't make prizes in Jumping Flash, but they can make you feel good, so remember that nearly everything you can collect will gain your more points. Silver coins are worth 100, Gold 500, Bonus stage balloon cash in at 300 points, whilst killing baddies offer a number of points (see the list below)



2 When you complete a stage, you'll be awarded some bonus points, depending on how much time and health you have left. An additional 30,000 points can be gained by collecting all the jetpods in the order E, X, I and T.



4 The stages of Jumping Flash are strewn with bad creatures, this can be killed by jumping on them. The longer the fall onto them, the more damage that will be inflicted.

Wasting time to kill all the creatures on a level is a waste of time, as they usually reappear after a few seconds. Only bother killing them if you come across them, or if they are in your way.



5 Some of the enemies can be ridden upon, for instance you can get on the back of a duck and visit areas previously inaccessible.



6 By pressing R1 when jumping, you can ensure you look in the same direction throughout the jump.*



Jumping Flash takes shelter inside a pyramid



After collecting all the jetpods, it's on to the exit.



Any special weapons collected are shown in the top left of the screen

The Baddies

Frog (600 pts): The frog attacks by jumping on top of you, thankfully, it can only be found on the ground.

Dog (1500 pts): These red dogs are mostly found on platforms and attacks by shooting heat-seeking missiles at you. One blessing is that they don't move, (they also turn very slowly)

Dragonfly (1200 pts): Despite it's looks, the dragonfly is actually harmless - preferring to fly around than bother you.

Kiwi (500 pts): This green shaped bird cannot harm you, but can be real pain as it tries to push you around.

Beetle (800 pts): Like the dragonfly, the beetle is completely harmless.

Butterfly (1000 pts): Despite their image, the butterfly's are deadly creatures that attack by spewing loads of bombs.

Porcupine (700 pts): With their lethal spike, the porcupines are one enemy you don't want to be jumping upon. Don't worry though, they don't attack you, like the Kiwi's, they just try to push you around a bit.

Spider (1200 pts): Spiders can be found hanging from roofs, or platforms. They move up and down on a thread and attack with another one.

Flower (1000 pts): These dangerous looking flora cannot move and take a long time to get a fix on you, but when they do they attack with a real venom.

Walker (1300 pts): Remember the At-At's in Star Wars, well these look just like them. They move around slowly, but their shots are extremely powerful.

Duck (1200 pts): The ducks, like the Dragonflies, fly above your head. They attack in groups and drop a load of bombs on top of you.

Bombcrawler (1200 pts): Bombcrawlers look a lot like the beetles, but they have an unfortunate tendency to push bomb around. they will try to drop these near you and then detonate them.

Police Frog (1000 pts): The police frog is a lot like it's friendlier cousin, except it not only attacks you by jumping on you, it has a viciously long tongue.

Propeller Fly (800 pts): These flies can only be found very high up. Although they don't actually attack you, they can hurt if you accidentally hit one.

King Frog (1200 pts): Of all the frogs, the king is most definitely the toughest. It takes a lot more to kill and spits deadly venom at you.

Giraffe (1500 pts): This weird looking beast spits strange green slime at you.

Bee (1800 pts): The bees don't attack very often, but when they do it's usually at speed and cause a lot of damage. Steer clear of them if you can, or shoot them on sight.

Black Beetle (1000 pts): apart from the colour, this beetle looks much the same as the other. It is a lot faster though, although not as powerful.

Penguin (1500 pts): These cute animals waddle around and attack by diving onto their bellies and sliding along the ground.

Crayfish Man (1000 pts): Half man, half crayfish, these things shoot at you on sight. Be careful!

Sealion (1200 pts): This thing just sits around and fires missiles at you. Shoot them on sight.

Flying TV (1400 pts): Although very easy to kill, these blue TV's fly around and shoot at you with their antennas.

Piranha (1200 pts): These vicious (and hungry) sea creatures swim around on the underwater levels and will be more than happy to take a bite out of you.

Manta Ray (1800 pts): Believe it or not, but these underwater creatures are even more lethal than the Piranhas. They don't bite, they shoot small bullets that can inflict a lot of damage.

Red Dragonfly (1300 pts): These are very similar to the other Dragonflies, but carries a larger arsenal of bombs.

Owl (1800 pts): Despite being worth 1800 pts, the owl is extremely easy to kill. What's more, it's not very dangerous. The only way it can hurt you is if it flies into you.



Players Guide to Jumping Flash

World ONE Stage I

The first stage of Jumping Flash shouldn't cause too much trouble for anyone - it's nothing more than a gentle introduction to the game. It helps players become accustomed to the controls and teaches them a few moves in a fairly safe environment. Make the most of it, it won't last for long!

At the start of the stage, simply go forwards over the fountain and onto the mound of earth in front of you, there you'll find the E jetpod. Now turn to your left until you notice a floating platform above you. You should see the next jetpod on here. Jump up (you'll have to press the jump button three consecutive time) and onto the platform for the X jetpod. Jump back down to the mound you just came from and in front of you, just above your head, will be a jetpod. Another can be seen lower down, to your left. As this is the I jetpod, go for this one first. After picking up the I, turn around to the left and

you'll see a floating platform with a propeller whirling around underneath it. Jump up onto here and from there you can jump over to the next platform and pick up the T. With all the jetpods collect-





Jumping Flash isn't just an outdoor affair, the action takes place in loads of diverse locations, such as underwater and even in a maze.



See that little platform, you've got to jump on that!

ed, it's time to find the exit. Move to the edge of the platform you're standing on and look down. Below you is a brightly coloured disc, this is the exit. Jump onto this and Stage 1 is complete. There, told you it was easy!

Stage 2

The first thing you'll notice on the second stage is a mass of swirling red lava. Whatever you do, don't touch this, it'll sap your energy. From where you're standing you should be able to see three jetpods. The one you want first is the lowest of them. Turn to your right and drop down, now walk over to the mound in front of you. Some small bugs will try to push you around, but they can't hurt you so just jump over them. Go to the top of the mound and there you'll find the E jetpod.



Look to your left, see the brown, stripy platform? That's where you want to go next. Be careful though, there's a porcupine up there that you'd be well advised to avoid. You don't want to hang around anyway, there's spiders lurking close by. Quickly turn to your left, you'll see two jetpods, go for the lower one. Now you've got the X.

Getting the I jetpod couldn't be any easier. Just turn to your left and jump up. Simple as that!

carefully walk to the edge of the platform and, to your left, you'll see a green platform. Jump onto this. Now jump over to the next platform, taking care not to land in the pool of hot water, turn left and jump over to the brown



stripy platform. Next stop is the T jetpod.

With all four jetpods safely collected, it's on to the exit. Jump onto the huge frying pan handle and now make your way to the dark brown striped platform where you'll find the exit.

Stage 3

Red Dragon

The 3rd and final stage of every world contains a boss. As menacing as they may appear, they're not that hard to beat. World 1's boss is a fire-breathing dragon. To beat him - and most of the others - just bounce on his head and shoot frantically. It's also an idea to let off a few special weapons at this time. Hopefully you should have collected a few over the previous stages.

World two

Stage 1



From where you stand, jump over the flower in front of you and proceed forward until you get to the pyramid. Walk around to the left and you'll notice an opening. Go through here to collect the E jetpod.

Keep going through the passage and jump over to the edge of the stage. Can you see two floating platforms? Yeah, good! The one with the jetpod is the furthest one away. To get there, jump up onto the closest platform. Shoot the flower there and any you can see on the other one. Now that it's safe, you can jump across and pick up the X.

For the I jetpod, retrace your steps to the pyramid. To make sure you're going in the right direction, go back through the passage and then jump over to the edge of the screen. You will see two platforms similar to the ones holding the X jetpod. To get the I just do the same as you did when collecting this.

Turn around and jump back to the smaller platform in front of you. Before you, towering up into the clouds, is a huge pillar. Do a very high jump to get onto the top of this. From here, you'll see some floating pillars. Jump over to the left one and pick up the T.

Look over the edge of the platform you are on and you should see a rock formation. Look a little further down and you should see a little platform with a house on it. Jump onto this and over to the rocks. Keep going past these and look over the edge, there you'll find the exit.

Stage 2

Starting in the middle of a maze, stage 2 can be very confusing, but follow these steps and you shouldn't have too much trouble. The first thing to do is go forward until you reach the end, now turn





right and shoot the flower in front of you. There's an emblem on the wall as well, shoot this to reveal a hidden room with loads of goodies in it. When you've done this, turn back and go to the end. Turn left, then take the first right. Voila! The E jetpod.

Retrace your steps back out of the dead-end and turn right. Take the next left (watching out for any spiders) and keep going until you reach a hole in the ground. Drop down here and fire at the wall to reveal another secret room. When you've collected everything, turn around and walk past the flowers and spiders. Turn right down the slope and follow it all the way down. Keep going in the same direction across to the far side of the moving floor. Veer left until you get off the moving floor and the take the next left, keep going along here until you reach the X.

After picking up the X, keep going in the same direction then take a left turn. Walk across the moving floor and go through the gap behind the flower. Now take a right. before proceeding to the second part of the slope in front of you, turn to your left and shoot at the secret door to reveal an extra life. You can now go down the slope, taking a right after you pass the spider. Continue along here, collecting the hyper charge along the way, until you get to the end. From here, go left, left again, right, left and then go forward until you get to the I.

Turn around, until you're facing the way you just came, and go forward. Take the first right, next left and then right for the T jetpod.



After collecting the T, turn to your left and take the first right. Keep going until you come across a spider, the exit is just behind him

Stage 3

Robo Crayfish

This boss is one of the easiest of them all. Simply jump on his head and keep firing, letting off a special weapon, or two for good measure. Whilst you're firing, the boss will stand still, making your task all the more easier.

World three

Stage 1



A lot of stage 1 is spent up in the clouds as you jump from one platform to another. To help you, there's fans dotted all over the place. These propel you even higher into the air when you jump.

From where you stand, turn right and jump onto the platform in front of you. Quickly turn left and jump down, killing the dog shooting at you as you go. In front of you is several floating platforms, jump onto the nearest one then jump over to the next one. In front of you there's a square with a hole in the middle of it. The E jetpod will be rising and falling through here. Walk over the hole, (don't worry, you won't fall down, a fan is placed beneath to keep you up) and wait for the jetpod to arrive.

After this, go below the block and turn right, you should break out of the airstream. turn to the right until you spot a formation of books without a dog on top. jump onto these books and you'll notice a fan and a platform out in the distance. Walk onto the fan and

it'll blow you straight up into the air. Wait until you've reached the highest point the fan can blow you, then simply walk forwards. You should land on the platform where you can find the X jetpod.

Jump back to the mainland and take the grey path that leads to a collection of books. Shoot the dog in front of you and you should have a clear view of some hot air balloons. Jump onto the surrounding block of the nearest one and make your way around to the other side. Jump on to the next balloon and then on to the next one again. From here, jump onto the platform with the dog and then leap, to your left, to the narrow block with the I jetpod.

One more to go. Turn right from where you are and go along the next narrow block as far as you can go. Look down and you will see a castle with the exit sign. Jump over to the exit. Walk round to the left and go to the back of the castle. Here you'll find another fan and a platform. Use the fan to get up to this, where you'll pick up the T jetpod.

Leap back to the mainland and walk back to the castle and the exit.

Stage 2

Go to the right side of the balloon, until you come across the multi-coloured conveyor belt. Hop on this. When it gets to the end, jump on the nearest platform for an easy E.

After picking up the E, turn to your left and walk along until you spot a giraffe in the distance. This thing has a deadly shot, so take it out quick. Proceed forward until you come to a gap in the path, jump over and take a right turn. You should see the jetpod going up and down. Walk off the platform, making sure you land on the coloured disc below. This acts like a trampoline and will catapult you



After picking up a 'freeze' power-up, all the enemies are frozen and cannot move for about 10 seconds. During this time you're free to move around and blow them away in cold blood.



Special weapons and power-ups are one and plenty in Jumping Flash. This is the 'time stop', it stops the game clock for a limited length of time. On the later levels, power-ups like this can be the difference between finishing a level, or not



As you progress through the levels, the game constantly throws up new challenges and obstacles, such as this conveyor belt.



into the air, where you should collide with the X.

After you've picked up the X, wait until you're above the platform you came from and press down. This will land you safely on firm ground. Turn right and leap back over the gap. Turn right again and jump onto the small green platform in front of you. This leads onto two further platforms, which you should jump over too. From here, take a left turn onto the grey road running behind them. Keep going along here until you spot the exit sign. Jump up to this and take the conveyor belt on your left. Very quickly, jump over to the next conveyor belt. This goes round in a square and from here you can collect the I jetpod.

As you go around on the conveyor belt, you should see the exit sign flashing over on your left. On seeing it, jump towards it. Now walk along the grey path leading you way from the exit. When you come to the end of this path, leap over to the green platform. If you look left, you'll see the next jetpod. Don't be fooled by the conveyor belt in front of you, it takes you the wrong way! To get the T, you have to do a huge jump.

After this, jump back onto the green platform, and, taking the grey path, walk straight over to the exit.

Stage 3

Coffee cup Roundabout

This boss is one of the hardest to kill, due mainly to the fact there's several different parts (each of the cups) that have to be destroyed. To make things even

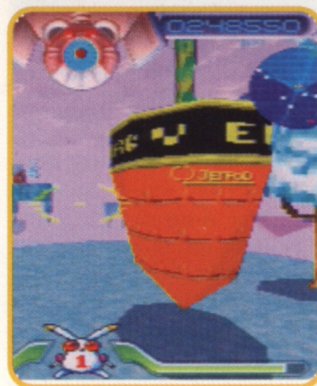


harder though, you can only damage the cups when they are spewing out stuff through the top. Still, if you wait until they start firing and then jump on top - blasting wildly away - you shouldn't have too many problems. With each one you destroy, the boss' firepower gets noticeably weaker and it becomes easier to kill him. When all but one of the cups has been destroyed, the last one will turn into a clown. It's a good idea, at this point, to unleash any special weapons you've collected over the previous two stages.

World four

Stage I

Extra vigilance is needed in world 4 as the stages are all set on



ice. Get around by performing small jumps as this gives you more control than walking.

The first jetpod, the letter E, couldn't be easier to get. From where you're standing turn to your right until you see the turning snow flakes. Look to the right of this and you should see the jetpod. Simply jump over and pick it up.

Having just picked up the E jetpod, you should be able to see a formation of steps going around a floating castle. Jump onto these steps. Carefully make your way up these until you come to a red block. Here turn left to see the the bottom of the castle. You'll also see a blue block just to its right: jump onto this and keep climbing. When you get to the red block again, turn left and jump into the middle of the castle, where the X jetpod is waiting.

After this, go to the edge of the stage so that you can see the bonus level and jetpod sign below. Walk off the edge and keep going until you get to the I jetpod. As the jetpod is right at the edge of the stage and the floor is extremely slippery, it's wise to use extreme caution when you pick it up. It's quite a good idea to jump back as soon as you pick it up, so that there's no risk of you slipping over the edge.

Turn around so that you're backs to the edge of the stage and follow the wall round to the left. Here you'll find a hyper charge. Now head away from the corner at an angle of 45°. Up in the sky, you should see a jetpod sign. Whilst admiring this, be careful not to fall down the hole in the ground. When you get next to this hole, turn left and jump back onto the mound you were on earlier. To your right are two platforms with hoses on them, jump for the lowest one. After you've safely landed, turn to face the side of the house and you should be able to see the jetpod. Jump up over the hose and



The welcoming sight of the exit ... and 7.02 to spare!



you'll see where you can land to collect the T jetpod.

For a quick exit, turn and jump onto the house to your right (picking up the hyper charge on the way) then leap to the tall platform also on your right. From here you can easily jump to the exit.

Stage 2



As with the 2nd stage of the 2nd World, you start in a maze. Fortunately, it's not too difficult to negotiate. Simply keep walking forward, taking the first right everytime you come across a junction and you'll soon walk straight into the E jetpod.

When you pick up the jetpod, you'll notice a white door with an emblem on it; this is an elevator. Walk up to this and it should open. Go inside and you'll be taken to an underwater level. Don't worry, just go forward, hop over the blue wall and jump onto the deck of the shipwreck. Go to the back and you'll find the X.

Drop of the shipwreck on the right hand side and you'll come across another elevator door. Go inside and when it drops you off at the next level, immediately exit the room. You'll find yourself on a path, follow this taking the first right and first left until you come to the I.

After collecting the I, retrace you steps back to where you turned left. Take the right hand tunnel and you'll reach another elevator. This will take you to an underwater tunnel. Walk through



this, and the door at the end, and you'll be staring at a huge, gaping hole. Just walk over here and fall down - jumping towards the bottom so that you don't hurt yourself - until you see the T jetpod.

After collecting the T, fall down to the bottom of the hole, where the exit is situated.

Stage 3

Turtle

The best way to kill the turtle is alternating between jumping on its head and shooting it and shooting it from a distance. Try to keep a distance when he fires missiles and then jump over them when they get close to you. Not content with simply shooting at you, the turtle will also try to ram you. This can really sap your energy, so avoid him at all costs!



World five

Stage I

Following the road, walk forward until you come to a fork. Take a right turn and follow the path until you come to the end. From here you can see two jetpod signs. The first one you want is the one on the right hand side. To get it, jump off the edge and use the small square blocks to work your way down. At the bottom you'll see four workmen surrounding the E jetpod. These can be a real pain in the ass, so kill them quickly, before picking up the E.

Return to the top of the main stage via the small blocks and jump back onto the road. Walk back along the road and jump onto the large, purple building on your right hand side. From here you can see a giant skyscraper; leap onto the top of this. Now jump onto the platform just above you and then the one just above that. Here you'll find the X jetpod.

Jump back down to the road. Follow this back to the fork, but this time take the left turn. At the end you'll come across some workmen signs, jump over these and you'll be next to a yellow and black road ending. In the distance you'll see another road ending; make a big, big leap to get there. Now go straight ahead until a huge skyscraper looms in front of you.



Before you jump on to platforms, it's a good idea to shoot any baddies you can see. The flying ones in particular can be a real pain in the ass.





World 5 is full of skyscrapers and tall towers. Fortunately, by the time you get here, you should have sussed how to jump up onto such objects.



The blue disc in the top right of the screen is a radar.



Watch out for these frogs, they like to jump on your head.

Jump up to the first lip of this building. Turn your back to the building and you'll spot a moving square and a square with a dog on it in the distance. Jump on top of the dog, then go up to the next big platform. At the end, you'll see a crane. Carefully make your way along this until you get to the top, then do a small hop to get over onto the next lip. Jump forward onto the next platform, where an I jetpod is waiting to be retrieved.

Turn around to face the way you came and take a big leap back onto the crane. Doing the same as before, jump over onto the dog and back to the skyscraper. Now leap back to the yellow and black road ending. Follow the road until you come to a junction. Take the left turn and keep going until you pass three dogs. This is your cue to jump to the left. You should find yourself facing a grey and purple building. Jump up to the top of this, where, in the middle, you'll find the T jetpod.

Right, with all the jetpods collected, it's on to the exit. Jump back to the road where you passed the three dogs. Walk back up the road to the junction and to your left you'll see the exit. It's guarded by a dog which you'll have to kill before you can make your getaway.

Stage 2

Go forward (jumping all the gaps) and take the 3rd turning on your left. Keep walking until you come to the first streetlight on your right. Behind this is a building, jump to the top of this and you'll find the E jetpod.

Turn around and jump back to the last building. Walk over to the



far side of it and fall off the end. You'll find yourself on a red path. Turn to your right and follow this until you come to a crossroads, where you should promptly turn left. Following this, take the first left and then jump up onto the grey slope in front of you. Go down this slope until the wall on your left hand side disappears. Turn left here and peer over the edge. Ahead of you is a moving platform and beyond that is a stationary one with a jetpod on it. Ignore the moving platform, you can get all the way to the jetpod in one, giant leap. Once there you can collect the X jetpod.

Without looking back, leap over to the land on the far side. Once there, turn left and go up and then down the slope. Just to your right is a shiny blue building. Jump to the top of this and then again onto the top of the sign. Look up and you'll see two floating cubes. Go for the lowest of the two first and then aim for the second. Here you'll find the I jetpod.

Turn around and jump back down to the lower cube. Move carefully to the edge and peer over. You'll notice a line of floating pyramids that are spewing out fire. Unfortunately for you, the next jetpod is behind these. You can't get to it without landing on at least one of the pyramids, so just try to be as quick as possible, as the flames eat away at your health. Next stop is the T jetpod.

If you turn around, you should see a large hot air balloon. This is the direction you want to be heading, so make a giant leap towards it. When you finally get there, you'll notice a tunnel going through it. Follow this, making sure you stop right outside the other end. From here jump high into the air and go forward so that you land on the red, suspended path. Proceed along this until you come to third pillar on either

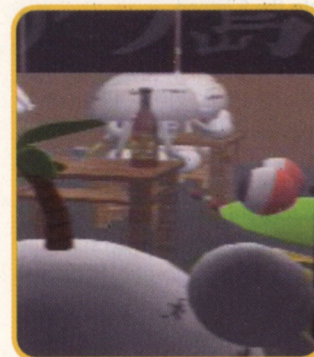


you're left, or right hand side. Jump up onto this and you should be able to see the exit.

Stage 3

Transformer

Despite its morphing capabilities, this boss mostly transforms into things that are not especially dangerous. The way to kill it, is to jump on its head and shoot rapidly until it transforms. Then jump away onto the nearest building, before restaging a similar attack when its transformation is complete. Occasionally, the transformer mutates into something that can shoot green missiles. These are extremely powerful, so you're best off hiding until he changes into something else. The boss can also change into an octopus that releases lots of small bombs. When he does this, jump high into the air to avoid the explosions.





World Six

Stage 1

The last world is understandably the hardest of the lot. You're jumping has to be spot on. From where you start, jump into the air and across onto the platform above you. turn to your right and you'll notice there's a large gap before the next safe landing place. It can be jumped though and, if you make it, an E jetpod is your reward.

Turn around and jump back to the platform for which you just came. From here, drop down into the lower section of the stage. Turn to your right and walk through the green tunnel in front of you. Keep going until you come to a star on the ground. This acts like the trampoline and will throw you into air. As you fly up, press down and this should ensure you land on the

platform above. If you turn left, you'll get a glimpse of the next jetpod, although it's still a long way off yet. Hop onto the corner of the platform in front. Below you'll notice a flower on a blue block. Jump over to join it and then keep going until you reach the green floor. Turn left and go forward until you come across a small wall. Leap over this and stand on the star - like before. As you fly through the air, push down on the joypad to move even further back than before, so that you land right next to the X jetpod.

After picking up the X, go back down to the hole you were at earlier. Now go back to the small platforms, jump across them and then turn to your right and jump. Keep going in the direction you face until you see the jetpod sign. With a large jump you can get up there in one and the I is yours.

Turn to your right and fall down to the red floor below. Go right and then take a giant leap towards the platform above. Standing on the edge, walk along the left side, then hop up to the corner block. Turn left here, walk along, hop up, then right and left to the end. jump straight ahead onto the corner block of the next platform, before jumping over to claim the T jetpod.

Turn around and jump onto the corner of the platform you are on. Go forwards, jumping carefully, until you reach the yellow floor. Now take a right hand turn and jump over to the exit.

Stage 2

Mega Rabbit



Prepare to meet Baron Aloha's last boss. It's big and fast, but not too well endowed in the brain department. Just keep jumping on



his head and shooting (seems a recurring theme with these bosses). When you're on the ground, try to keep your distance. Also be careful of the black monsters that Mega Rabbit releases. Whilst these are out you cannot hurt him, so keep clear. Mega rabbit also has a tendency to try and jump on you, so watch for his shadow and run away as he's about to land.

Stage 3

Baron Aloha

At last, it's the Baron himself! After all the trouble he's caused, you'd expect him to be some menacing, deadly character, but he's not that much harder to kill than the last one. Just keep your wits about you and you'll have no problems. Shoot at him from a distance until he gets ready to fire his missiles, then jump onto his head and blast away. When you fall off (which'll be quite quickly) just back away and repeat this process. The only time to break away from these tactics is when the Baron jumps, you don't want to be on the ground when he lands (believe me, it hurts!), so wait a second, or two and then jump yourself.

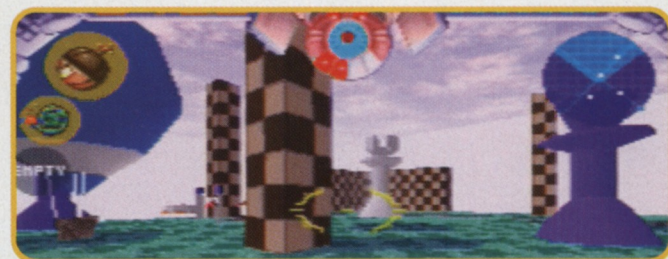
When the Baron is nearly dead, he'll transform into a shiny, spherical object. At this stage, your best course of action is to keep your distance and loosen of a few shots whenever you can get a hit. Eventually the Baron will be overcome ..., but then a new challenge awaits!



The yellow cursor in the middle of the screen is the cross-hairs of Jumping Flash's gun. For instant death and destruction, simply aim it at a target and let rip.



These harmless looking giraffes spit blue fireballs at you, so, no matter how cute they may look, blast them to death. Believe me, it's actually quite gratifying.



Win Win

Ray of Hope Compo

The first part of this month's giveaway comes from all the way across the pond courtesy of Ubi-Soft.

By now you'll have read the rave Rayman review last issue and probably had a look at the gorgeous maps in this month's. If not, scurry along now and do so, then come back. I'll be waiting.

... back already! Blimey that was quick. Well, okay. So it looks pretty, well, pretty, does it not? If you don't already own a copy I bet you'd probably like to. Don't tell, me. I know. Money's a bit tight. Can't really afford to splash out 40 quid on a game this month. Fret not for we have two copies of the spanking platformer plus two Rayman T-shirts to give away absolutely scot free.

All we require from you is the answer to the following question...

How many legs does Rayman have?

- a** Two
- b** Nine
- c** None

Send your answers on a postcard or the back of a sealed down envelope to: The computer game character with no legs compo, TOTAL PLAYSTATION, Rapide Publishing, 14A Union Street, Newton Abbot, Devon TQ12 2JS.

Entries to arrive no later than 31 April 1996

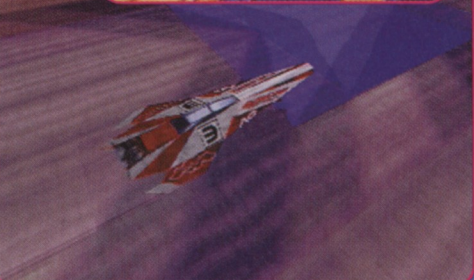
Six of the Best Compo from Psygnosis

Total PlayStation is back with it's second bumper bonanza of PlayStation pleasures. But you already know that cos you're reading it. While putting together this indispensable compendium of cheats and tips for all the major games we were overcome by a spasm of generosity and, with a little help from the wonderful people of Psygnosis, are delighted to be able to give away six of the best to two lucky readers. Wipeout, Destruction Derby, 3D Lemmings, Discworld, Assault Rigs and Crazy Ivan are the games and all you have to do is answer the question below to be in with a shout of winning. That's over £400 worth of top quality software for the price of a stamp.

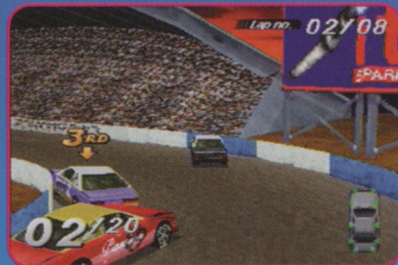
The winners will be drawn from a solid oak barrel containing all the correct entries on 31 April 1996 so you'd best get the entries off pretty sharpish.

So here's the brain-bending mind-teaser which'll hopefully sort out the men from the boys....

What was the title of the Amiga game which originally put Psygnosis on the map?



- a** Shadowrun
- b** Shadow of the Beast
- c** Showaddywaddy



Send you answers on a postcard or the back of a sealed down envelope to: Gimme those Psygnosis games you funky people compo, TOTAL PLAYSTATION, Rapide Publishing, 14A Union Street, Newton Abbot, Devon TQ12 2JS.

The editors decision is final and no correspondence will be entered into, as they say.



Tips

Krazy Ivan

Krazy Ivan

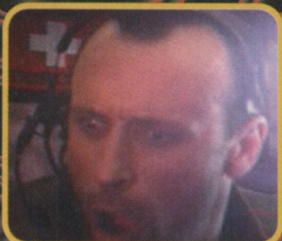
KATAYA

Kataya relays information from the mobile command centre. Listen to what she says as it sometimes provides clues regarding the strengths and weaknesses of the local Sentient robot.



PAVEL

He doesn't have an awful lot of bearing on the game. He drives the truck, moans and that's more or less it. Maybe he's bitter at his receding hairline.



IVAN

He's a certified lunatic, dangerously unpredictable and positively the last person you'd want at the controls of the world's most awesome machine of war. Unfortunately he was also the only bugger with enough lack of common sense to take the job on.



DRONES



BANE

Can be a pain as they often work in pairs. They're quite speedy and lightly armoured so the 50mm is the best choice of weapon. Anything more is a bit like overkill so conserve your more powerful ammo.



CONTRAIL

These sluggish flying machines are pretty easy to take out. They don't pack much firepower but are reasonably well armoured. Get them quickly with quick bursts from your more powerful guns or a guided missile.



HOVER TANK

These pesky things are hard to pin down as they're pretty nippy. They can zip in for an attack then disappear out of sight. Fortunately armour is poor so select a laser type weapon. This will invariably destroy them before they can get away. Your aim must be true however.

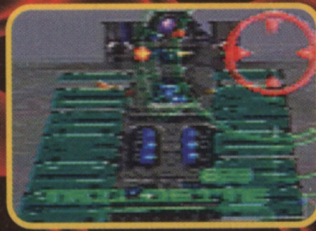


MANTA

Sleek and deadly they may look, but don't be fooled. Manta's are slow, weak and quite simple cannon fodder. They do have some decent weapons however so try and knock them out before they can get a shot in. Any of your weapons will be adequate.



DRONES



ROACH

Ground-based and nippy but these prove more of an annoyance than a serious threat. Use laser weapons to dispose of them but aerial threats are more potent so don't let these things distract you.



WASP

The wasps hover around and take pot-shots. They're well armoured so use laser or plasma weapons to down them. Beware – they often hunt in groups.



TRILOBITE

These don't attack you as such. They drive around laying mines though which can be very annoying though. You can shoot the mines but it's all too easy to run into them in the heat of battle. Armour is weak and the 30mm is more than adequate.



PICK UPS

AIRSTRIKE

Avoid these unless you're desperate for more pick-ups. They call three aeroplanes which'll try to bomb you. However if you're quick you can shoot them down and sometimes they drop more bonuses.



GUN RE ARM

Collect this to load all your guns up to the maximum. This the most common weapon pick-up but still don't use the most powerful guns if it's not necessary as they don't hold much ammo.



ENERGIA MODE

This excellent power-up makes you invulnerable and also gives an extra burst of speed for a limited amount of time. Very handy, especially against generators.



MINE

These are dropped by the caterpillar-tracked Trilobites. It's tempting to just stomp through them but that doesn't do your armour any good. Avoid or blast them out of the way.



ENERGY CORE

These replenish the energy shield which surrounds your suit. They are also converted into credits for powering up between levels. If you haven't collected the maximum number for that particular level having destroyed all Sentients, hang around near the generator picking off the wandering nasties. Keep collecting the core until the counter stops going up.



MISSILE RE ARM

Gives you the maximum number of missiles you can carry (10). Bear in mind you can never carry more than this number but for weapons which fire in salvos each shot counts as one ammo unit.



PICK UPS

PRISONER

Each area contains a certain number of hostages who are revealed each time a drone or Sentient is destroyed. Walk into these to transport them back to safety and to gain bonus points.



SCHIZO MODE

This annoying icon makes you invulnerable but reverts all the controls so it's best just to wait until it wears off before continuing. At least you can't be damaged in the meantime.



SPECIAL WEAPON POWER

As you might have gathered, this recharges whichever special weapon you're carrying to the maximum. Save specials for use against Sentients but they can't be used on generators.



ZOMBIE MODE

This gives temporary invulnerability at the cost of a slight speed reduction. However this doesn't affect you too badly. Grab it if you can.



WEAPONS

30MM CHAIN GUN

The weakest weapon is useful as a back-up due to its large ammo capacity. Unfortunately it's not really up to the job on later levels. Only use it as a last resort.



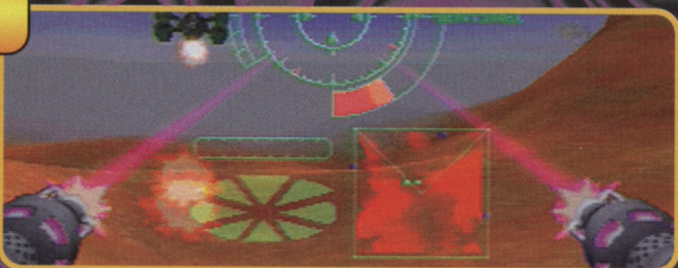
50MM ROTARY CANNON

The best general purpose weapon in your armoury. It's quite powerful, plenty of ammo and the perfect weapon for dispatching drones. Only a brave man would use it against the later Sentients though.



LASER

The laser is powerful but hampered by its short range. Use it against ground-based drones and Sentients if you can get in close. Not much help against airborne enemies though.



PLASMA

This is serious firepower but the slow speed of the projectiles makes it hard to aim accurately at range. Therefore it's best employed at close quarters.



Z-BEAM

The Z-beam kicks anus — nuff said!



PICK UPS

THE BLACK KNIGHT

Take more than two minutes to track down a Sentient and this fellow appears to give you a hard time. He can fly and teleport which makes him hard to hit. However a few rockets soon soft-

en him up. If time's running out and you don't have time to reach a Sentient arena try at least to collect as many energy cores as possible as the Black Knight's a tough customer.



THE POWER SUIT

Known as the Steel Cossack, this is your weapon against the alien masses. It's pretty sturdy but be sure to collect as many energy cores as possible to boost it up between levels. Shields can be replenished during battle but

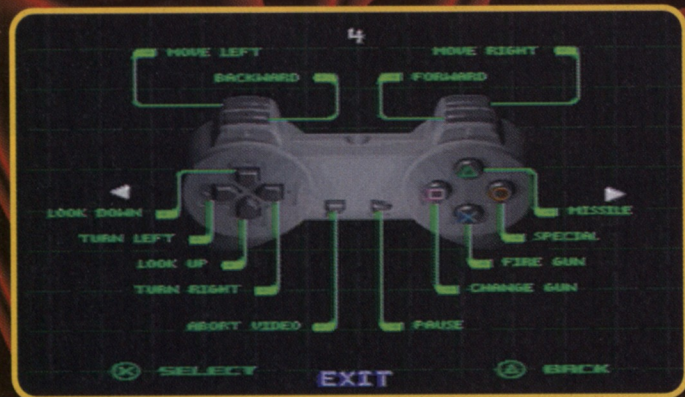
armour is depleted with each hit and costs credits to repair. The more repairs required, the less you have to spend on guns so don't just wade in. Try to take as few hits possible.



CONTROLS

The default controls have up on the pad for forward but this doesn't offer the most instinctive method. Select option four which

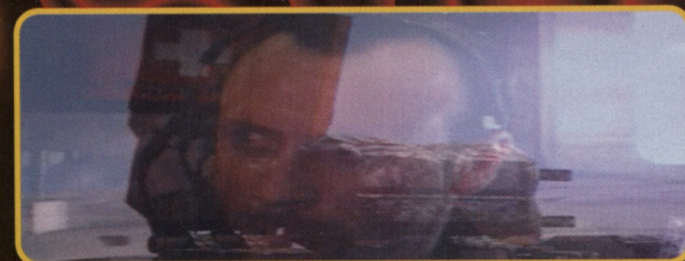
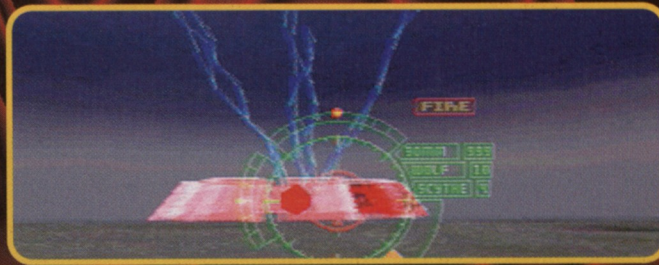
makes the right and left shoulder buttons forward and reverse respectively leaving the D-pad free to pan around and up and down.



SHIELD GENERATOR

Having destroyed all the Sentients in an area you then need to destroy one of these to finish the level. At first they seem tough but are pretty easy. Use your more powerful guns to destroy the armour plates at maximum range. Be ready to avoid its shots and blast the odd Mantas and Banes

that turn up. Once most of the armour's gone you can go in close and hit the core with a few rockets. Remember to be quick though because as soon as you get near the generator it starts to return fire very rapidly.



KRAZZY IVAN ★

MIDDLE EAST

PROWL

Don't let his small stature fool you. Lose your concentration and this guy can be a handful. He's fast so keep moving and don't let him get behind you. Unless you have guided rockets don't bother with them. Stick to your powerful guns and specials when you get the chance.



QUALM

This guy looks impressive and has a serious arsenal of weapons. Don't get involved in a head on shooting match as he'll nearly always come out on top. Stay on the move, use rockets then dodge again. Whittle his energy down bit by bit but be patient.



SENTIENTS

This is the first flying Sentient you'll encounter. Homing missiles are no good as he can divert them so stick to your guns if you'll excuse the pun. When he curls up into a ball he's invulnerable so use this time to line up your next attack run.



EUROPE

SCORCH

Patience is the key here as Scorch is quick and his only vulnerable point is his head which doesn't provide a very big target area. Keep shooting

the drones for power-ups and take shots when you get the chance. Unguided rockets are pretty useless as targeting is so difficult. Be prepared for a long battle.



ARCLIGHT

He's big and he's bad but he doesn't like it up him, Mr Mainwaring. Homing rockets and the more powerful guns are necessary to achieve success. Other than that the only advice we can give is to stay the hell out of his way or you'll be mincemeat.



CLAW

Keep on moving at all times. Claw provides a big target so it's quite possible to keep him at range and still get plenty of hits in. He's not so tough and provides good exercise for an itchy trigger finger, as if you really needed it. Yeah, right!



COLOSSUS

You know what they say about the bigger they are. Not only the harder they fall of course, but also the slower they go. Keep moving and he won't prove too tricky.



FLAMEFRONT

As you can see from the screenshot, this guy puts up a heck of a fight. We couldn't get a clear picture cos he wouldn't give us a minute. Get ready for a scrap.



EUROPE

ARACHAN

The spindly legs and small body make direct hits hard to achieve. Get in close, squeeze off a couple of shots, pull back and repeat the process. Just be patient.



NORTH AMERICA

FIREBALL

Don't be overly concerned by his name. His shots are pretty easy to avoid. The only problem you're likely to have is actually getting your shots on target. Still, by this stage you'll be a pretty sharp shot.



THUNDERFOOT

He lumbers around looking mean and making a lot of noise but it's nothing a few well-aimed blasts with the trusty Z-beam won't put a rather large and effective cork in.



REFLEX

This one's unique in that there are actually three of the buggers flying around. Concentrate on one at a time. They can be nasty but stay on your toes and their weak armour is yours for the blasting.



RUSSIA

DEDLOK

You might think it best to keep your distance from a hulk like this but he doesn't have much downward firing ability so get right in close and let him have it. He won't last long.



DWARF

Those giant cannons pack a surprisingly feeble punch. Get behind him and use his lack of speed.

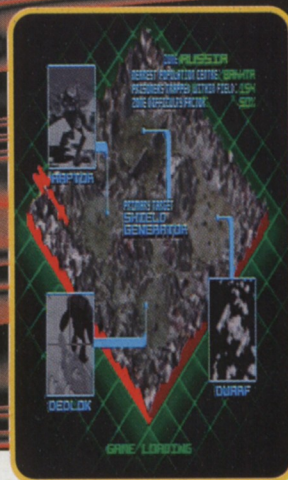


RAPTOR

If this one wasn't so thick it would be nasty. He's fast but has a nice habit of turning his back.



MAP



CARAPACE

This 'un packs a punch and is best not tangled with on his own terms. Guided rockets, Z-beam and Plasma should be used to finish him off quickly before he has a chance to make a nuisance of himself.



BUZZSAW

Buzzsaw is jolly unimpressive looking compared to the other Sentients and is about as dangerous as he looks. Medium powered guns are enough to see him off with the minimum of fuss.



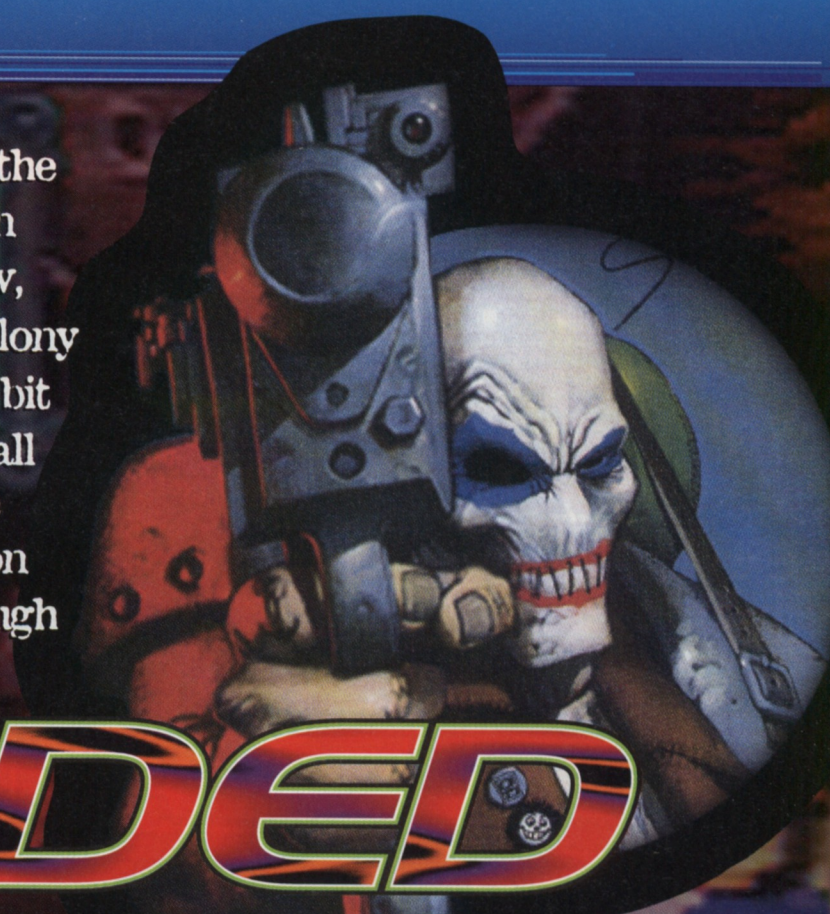
BEHEMOTH

Another of the Sentients whose impressive stature is his downfall. Powerful and heavily armoured he might be but it boils down to hitting a barn door with a bazooka. "Like shooting monkeys in a barrel."



Loaded

Gremlin Interactives *Loaded* is the undoubted king of PlayStation shoot-em-ups, but up until now, escaping the penal colony has proved difficult set to a little bit. That's all change though, as the Total PlayStation team lead you by the hand through this arduous game.



LOADED



Butch

Speed: Good
Armour: Average
Weapon: Flame Thrower
Smart Bomb: Explosive Ring

Fwank

Speed: Slow
Armour: Good
Weapon: Neutron Spheres
Smart Bomb: Homing Teddies

Cap n Hands

Speed: Average
Armour: Average
Weapon: Dual Flintlocks
Smart Bomb: Vortex Bomb



Despite being the worlds worst cross-dresser since Lily Savage, Butch is one of the most awesome characters in the game. Combining good speed and average armour, together with one of the most powerful and destructive weapons in the game, he's one geezer not to mess with.

Players after lots of blood and gore will be slightly miffed with Butch. His flame thrower reduces the baddies to ashes, which is not quite as spectacular as seeing them explode. Still, if you can put up with this minor disappointment, you'll be rewarded with one of the hottest weapons available - literally!

Butch is not only armed with one of the best weapons, but one of the best smart bombs too. When you let rip with one of the explosive rings, anything in the immediate vicinity will be reduced to ashes. As the explosive ring can only destroy baddies and weapons that are on screen, if you move whilst letting it off, you'll be bale to extend the weapons range of destruction.



Ah, this is more like it. Lots of blood and gore! Fwanks neutron spheres make mincemeat out of anybody that gets in your way. Unfortunately, his homing teddies are as feeble as they sound. Although they're good for taking out live enemies, they're next to useless against military hardware like the gun turrets.

Despite the disappointment of the smart bombs, Fwank does have good armour which makes him an ideal character to start playing with. The extra protection makes a life last that little bit longer. The extra armour has detrimental effects on his speed though, but if you want to go faster, just run!



Cap n Hands is by far the oldest member of the Loaded crew, but don't let that fool you into thinking he's a liability. In fact, Cap n Hands is something of a Mr Average. He's not particularly strong at anything, but he doesn't have any weaknesses either.

Armed with two Flintlock pistols, Cap n Hands has a wide firing arc, but, unfortunately, these old weapons don't have much power. The Vortex bomb more than makes up for this lack of firepower though. It wreaks devastation upon anything on the screen when its let off. Like the explosive ring, if you move when you release it, you can increase its range.





Ah, nothing like a bit of blood to get the heart thumping (That really was lame... Mark)



Look in all rooms but be prepared for the odd surprise.



Keep firing ahead at all times. It's probably best that you don't even see half the stuff you kill.



Vox

Speed: Good
Armour: Poor
Weapon: Hail Fail
Smart Bomb: Sonic Blast

This lethal temptress lacks the physical strength of her male counterparts, but makes up for this with some lightning speed. Unfortunately, this speed is wasted on a character that hasn't the firepower needed to get through the game. Whilst her smart bomb is decent enough, the hail fail is one of the feeblest weapons around. Even after being powered up several times, it has a narrow firing arc and lacks strength. It does have a long range, but that just doesn't cut it in the close-quarter scraps of Loaded. Experienced Loaders may derive something from Vox, but beginners are best advised to try one of the other characters.



Bounca

Speed: Average
Armour: Average
Weapon: Missiles
Smart Bomb: Frag Missile

You ain't got a ticket, you ain't getting in! But Bounca ain't trying to get in, he wants out and I wouldn't stand in his way! Despite his huge size, Bounca is surprisingly quick around the screen and has decent armour (well, thick skin anyway) as well. Bounca's weapon has advantages and disadvantages. The missiles have a very small firing arc, which makes it difficult when surrounded by enemies, but it does have a long range. The frag missile isn't very impressive to look at (it lacks the explosive qualities of the others) but it is extremely powerful. The best thing about it though, is that the missiles move across the screen quite slowly. So, when you let it off, run around and you can get the one bomb to destroy huge areas.



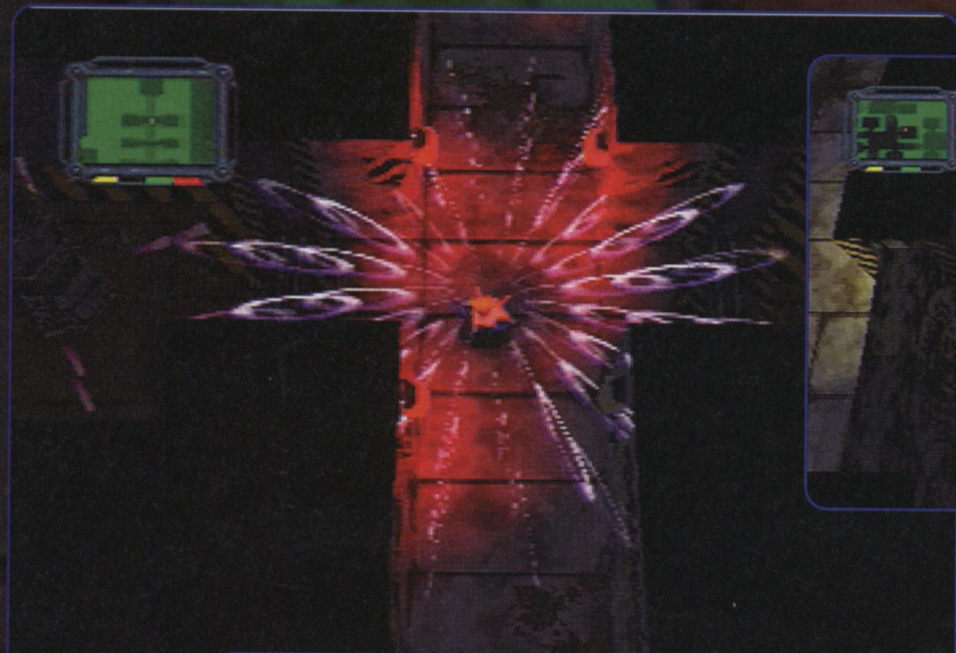
Mamma

Speed: Slow
Armour: Good
Weapon: Plasma Gun
Smart Bomb: Ripple Bomb

Mamma, a big, bouncing mountain of baby flesh, is the slowest character in the game. This, together with the sheer size of him, makes him something of an easy target. Even Miles, who couldn't hit a barn door from ten feet with a bazooka, could hardly miss him. Fortunately, his armour (which constitutes the huge slabs of flesh that surround his skeleton) makes up for this.

The plasma gun also makes up for any handicaps his slowness may incur. When fully powered-up, there's not many better weapons in the game (although, to start with, it's pretty feeble). The ripple bomb is also extremely powerful, wreaking havoc and destruction on anything on the screen. Unfortunately, unlike the vortex bomb, it's not possible to move when you let it off.

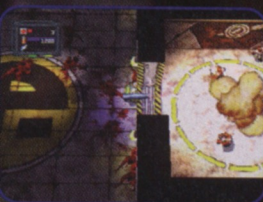
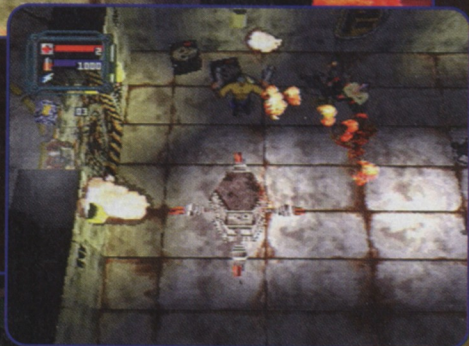




Either Miles is having a hernia, or that's one major weapon he's got (In the game, Miles, in the game!)



More guns, more destruction, more death... it can only be Loaded.



General Tips

Blow Up Everything – The penal colony of Loaded is full of crates, boxes, beds and all sorts of other explodable pieces of scenery. It may seem pointless to waste ammo igniting these things, but it can pay a huge dividend. A lot of ammo, health and weapon power-ups are hidden inside them. Don't worry about the huge explosions they give off, they cannot hurt you.

Check Every Room – Some rooms lead to obvious dead-ends, but make sure you check them out nevertheless. You never know what's hidden inside. There could be power-ups, an important key, loads of money and all sorts of other goodies. Remember, it always pays to check every room on a level.

Map – Some of the levels in Loaded are huge, so use your Map to help you get around. Rooms, or corridors you've not been in appear in a slightly greyer shade than rooms you have. The map is also extremely handy for revealing where hidden sections of corridors and rooms are. If you see a corridor, or room on the map, but cannot see a door leading to it, then the door is probably concealed in some way. Generally, you'll have to blow up a section of wall, or something. The section that has to be destroyed usually appears in a different shade - kind of like Doom.

Health Pick-Ups – If you come across a first aid kit, but are not too badly hurt, don't waste it by picking it up. Leave it until you're low on energy and return for it later on. Unlike some games, when you kill an enemy in a room, it doesn't reappear if you walk off-screen and then return, so, if you've cleared the area already, it should be safe to return when you're low on health.

Smart Bombs – Smart bombs are scarce so don't waste them on just a few enemy. Only use them if you're surrounded by bad guys and are close to death. If you do use one, try to move across the screen afterwards as they can only destroy what can be seen.

Avoid Military Hardware – Dotted around the Loaded penal colony are some serious pieces of military hardware. Try to avoid getting in a slugging match with these, as they pack one hell of a punch. If you watch them from a safe distance, it doesn't take long to figure out their firing patterns and then you can close in and finish them off.



It's important in Loaded to keep your distance and constantly blast the crap out of anything that moves. Yup, the word shallow comes to mind...

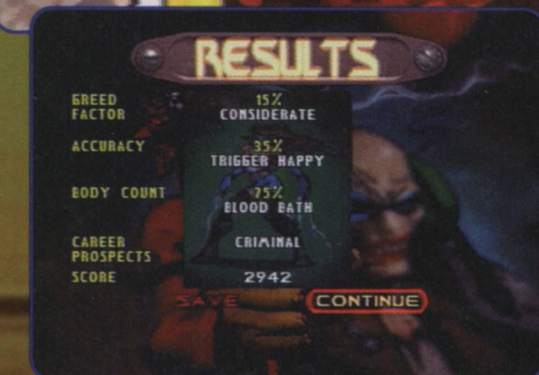


Another decent splattering of blood...

Another fine mess that poor old John got himself into. Looks like the Total PlayStation offices on a Friday afternoon...



Sometimes the only option is to stand there and blast away...

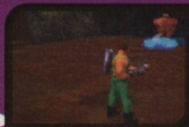


Once more, Johnny's human side comes to the fore. He's a caring person at heart.



Now that's what we call a gun! It's important to grab all the power-ups you can find.





Tips

Lone Soldier

Lone Soldier



General tips



A few hand grenades soon destroys enemy bunkers.

1 Normal soldiers are best killed out in the open as they become more aggressive when trapped.

2 Pillboxes are easier to destroy when attacked from the side.

3 Bazookas can be picked up on most levels, but are best saved for end-

of-level bosses and any big enemies. Firing a bazooka too close to the enemy will only inflict damage upon yourself.

4 The flame thrower is best served against enemies that are near by. Using short bursts will help to conserve fuel.

5 Health power-ups are not worth picking up unless you're desperately short of life. If not, they're

best left until you are. Remember, you can always go back to pick up any power-ups you leave behind.

6 Shooting trees can often ignite them, killing any soldiers that may be using them for cover.

7 Shoot barrels close to any enemy soldiers, as they'll explode, killing the soldiers.

The Jungle

General tips



1 By standing in front of the watchtowers you can actually use them to your advantage. Any enemy soldiers that come running towards you will run straight into the path of their own grenades.

2 When attacking the natives, it's essential to keep moving so that they won't be able to hit you.

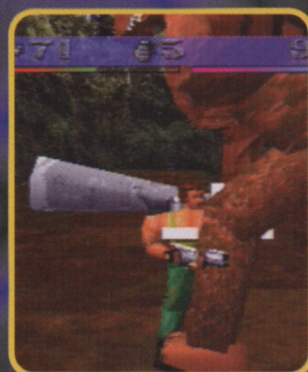
3 Tribal statues always get brighter before they fire, this should give you ample warning to get out of the way. The best way to take them out is from a distance, where you'll be safe from the enemy fire.

Jungle Boss



The last jungle level starts in a similar way to all the others - with troops ambushing you from concealed places. Cowardly rats! Still, they're not too hard to pick off and before long, you'll come across a witch doctor in a cave. This is the boss, but before you can take him out, he'll wave his staff and bring to

life a hoard of undead. Every time you kill one, another will appear, but after a while, the boss will come to get you himself. Transforming into a Werewolf, the boss will try to batter you to death with a huge club, or breath lethal fumes at you. Just fire rockets at him from a distance, or, if you've got none left, get in close to him (behind his legs is good) and fire like mad.



The Canyon

General tips

1 Don't be afraid of the mortars, just close them down as quickly as possible and blow them away.

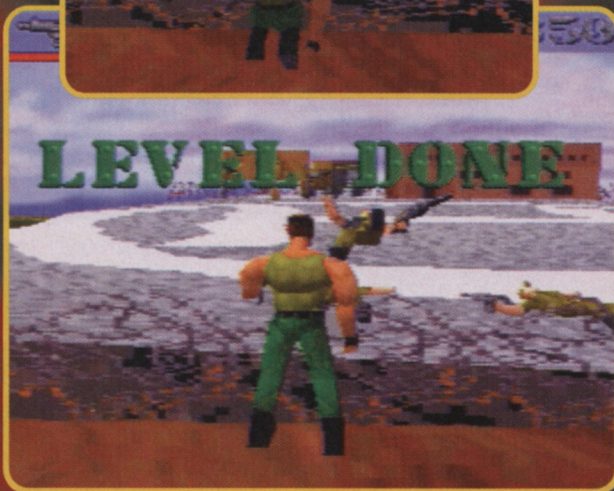
2 Pick off the soldiers armed with gas grenades as soon as you can. If they manage to throw a few grenades before you get them, get past the grenades fast - the gas can be lethal.

3 The dogs can be a real pain in the ass and there's no particular strategy for killing them. Just make sure you hit them hard and fast.

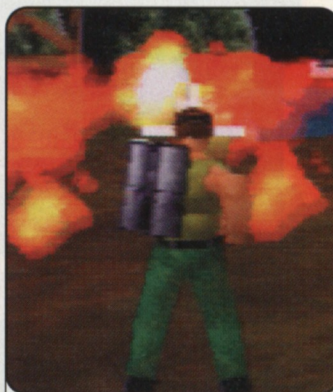


Canyon Boss

As with all the boss levels, before you get to the boss himself, you come across some token resistance from a few, last soldiers. Clearing up these straggling troops shouldn't be too hard. The Canyon boss though, is a different matter. He emerges from a hovering helicopter armed to the teeth. The best way to take him out is to hide behind the pillboxes, safe from his awesome firepower, until he starts taunting you. Then rush forward and get as many shots in as possible before retreating back behind the pillboxes. Before long, you'll put him six foot under and it's on to the next stage.



When the oil drums explode, anyone standing near by will be fried.



The flame thrower wreaks devastation upon all that get in its way. Fuel is limited though, so fire in short bursts and try to save some for the end-of-level bosses.



Tips

Lone Soldier



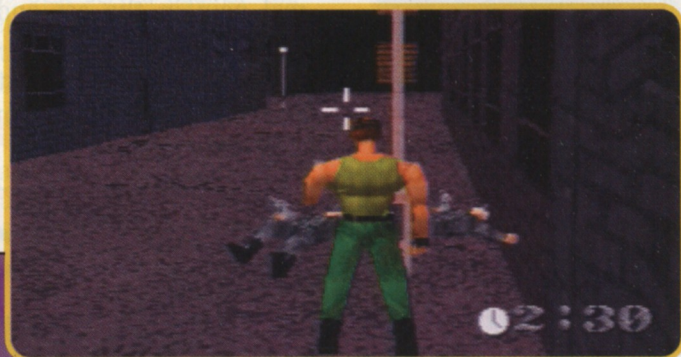
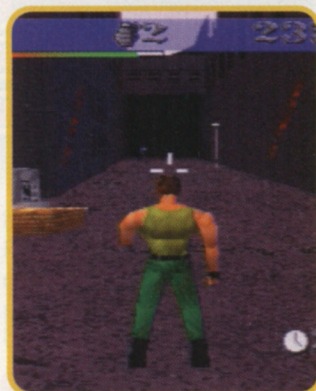
1 Whenever you come across a gun turret on a train, forget everything else and take it out as quickly as possible. If you don't, they can cause you some real trouble.

2 The only way to survive in the darkened city streets is to keep moving at all times. If you stand around for too long, you'll be picked off with ease.

The City

General tips

3 Getting into a long distance shooting match with the three-armed mutants is a big mistake. They are extremely accurate shots and you'll always come out of it second best. Close them down and take them out from close range.



City Boss



Or way to meet them, pick up the rifle and bazooka.

After taking out the Ninjas and soldiers, you'll come to an open courtyard. Here you'll be faced by the Fat lady and her less intimidating male companion. The machine gun wielding lady will be the first to attack. Hitting her with a couple of bazookas and rockets soon shuts her up and her male friend will take over. It's important to learn his attack patterns, but it's

equally important to keep moving around so that you don't get hurt. Once you've got him sussed, use the rifle to finish him off. With these bosses, the key to success lies in patience and persistence. You won't be able to defeat them in a minute. Keep your head, move around and fire whenever possible.



Try to save as many of the big weapons as possible for the end-of-level bosses. An Uzi just isn't good enough.



Alien Level

General tips



The alien boss is rock hard, so stock up on rockets and grenades.



1 The alien gun turrets are made of tough stuff and pack some awesome firepower, so it's essential you don't stand still. Keep running around them in circles, firing in between their laser blasts.

1 If you want to kill the alien robots without risking much damage, simply bump into them, making them back off and then open fire.

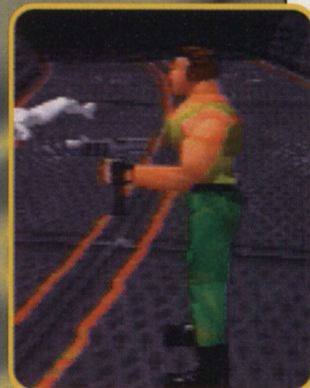
1 When you come up against the hovering droids, it's best to stay still. If you move the chances are you'll be hit, but if you remain rooted to the spot, their laser bolts will pass either side of you.



Alien Boss

After four levels of pain and hardship, the time has come to exact revenge on the Alien boss himself and what more fitting location could there be, to bring this evil invader to his knees, than his own throne room? Before you can get to Titus, you must first kill his female guardian. She doesn't pose much of a threat though, so use conventional weapons upon her. After you've killed her off, Titus will come for

you himself. Fire rockets and bazookas at him, whilst keeping on the move. After he's lost half his energy, Titus will transform into a huge metallic machine. This is your cue to let rip with any special weapons you have left. With any luck and as long as you haven't left yourself short of firepower, this should enable you to finish him off before he finishes you!





The goriest beat-'em-up ever is well n' truly tamed over the next ten pages. All the moves, all the fatalities and all the hidden bits are here for your pleasure. So read on.

TRICKS OF THE TRADE

To add a bit of spice you can randomly select your character by pressing up and start simultaneously. To access a game of Galaga you need to play 100 consecutive battles. A bit of a laborious task so see the codes table opposite for a quicker method. If you want to play as Smoke you need to enter the Ultimate cheat code before you begin playing. On the copyright screen spin the pad full-circle clockwise. When the Kombat cube appears push up for the blue thing then enter the following sequence. R1/Triangle (6 times)/circle (9 times)/cross (6 times).



CHEAT MENUS

There are two cheat menus available. For the first, when the game goes into demo mode press triangle, square, circle, cross, L1, L2. A chime will indicate the code has been accepted. Now go to the main menu and when the kombat logo appears press up followed by any button. A new menu will appear offering a choice of Freeplay, Fatality Time on/off, Smoke and a level select option. To get the second cheats menu again wait for the demo mode then enter cross, circle, triangle, R1, R1, R2, R2, R1, R1. The 'You will never win!' sample will sound to indicate if the cheat has worked.

As before, push up when the icon appears and press a button for some extra cheat options, namely one round match and one hit death.

THOSE WONDERFUL KODES OF KOMBAT

On the match-up screen before a two-player fight you'll notice six symbols at the bottom of the screen. The three on the left are toggled from left to right by square, triangle and circle on pad one respectively. The next three are toggled by the equivalent buttons on pad two. Any one of nine symbols can be displayed in each window at any time. Entering the correct combinations can have a number of effects so here are a few to try. The button presses indicated on the left refer to pad one and those on the right to pad two.



Effect	Pad 1	Pad 2
Disable throws	Squ 1	Squ 1
Disable blocks	Tri 2	Tri 2
50% energy P1	Tri 3, Cir 3	
50% energy P2		Tri 3, Cir 3
25% energy P1	Squ 7, Cir 7	
25% energy P2		Squ 7, Cir 7
P1 Inflict 50% damage	Squ 3, Tri 9	
p2 Inflict 50% damage		Squ 3, Tri 9
Randper Kombat	Squ 4, Tri 6	Squ 4, Tri 6
Theatre of Magic	Squ 9, Tri 8, Cir 7	Squ 9, Tri 8, Cir 7
No Knowledge	Squ 1, Tri 2, Cir 3	Squ 9, Tri 2, Cir 6
Regenerating energy	Squ 9, Tri 7, Cir 5	Squ 3, Tri 1
Real Kombat	Tri 4	Squ 4, Cir 4
Unlimited Run	Squ 4, tri 6, Cir 6	Squ 4, Tri 6, Cir 6
Dark kombat	Squ 6, Tri 8, Cir 8	Squ 4, Tri 2, Cir 2
Psycho Kombat	Squ 9, Tri 8, Cir 5	Squ 1, Tri 2, Cir 5
Play Galaga	Squ 6, Tri 4, Cir 2	Squ 4, Tri 6, Cir 8
Fight Smoke	Squ 2, Cir 5	Squ 2, Cir 5
Fight Noob Salbot	Squ 7, Tri 6, Cir 9	Squ 3, Tri 4, Cir 2
Fight Motaro	Squ 9, Tri 6, Cir 9	Squ 1, Tri 4, Cir 1
Fight Shao Kahn	Squ 9, Tri 6, Cir 9q	Squ 1, Tri 4 Cir 1
No Life Bars	Squ 9, Tri 8, Cir 7	Squ 1, Tri 2, Cir 3
No Fear	Squ 2, Tri 8, Cir 2	Squ 2, Tri 8, Cir 2
Running Jumps	Squ 3, Tri 2, Cir 1	Squ 7, Tri 8, Cir 9
Disable Combos	Squ 7, Tri 2, Cir 2	Squ 7, Tri 2, Cir 2
Disable Specials	Squ 5, Tri 5, Cir 5	Squ 5, Tri 5, Cir 5
Uppercut Recovery	Squ 6, Tri 8, Cir 8	Squ 4, Tri 3, Cir 3
Super Endurance	Tri 2, Cir 4 Squ 6,	Tri 8, Cir 9

MORTAL KOMBAT CHARACTERS

Shang Tsung is a man of many strengths, but the most noticeable is his ability to morph into any other character. This gives him access to every special move in the game! However, if you're not careful, this can be your downfall!

SHANG TSUNG

Specials

One skull — B, B, HP
Two Skulls — B, B, F, HP
Three Skulls — B, B, F, F, HP
Hell Fire — F, F, B, B, LK

Morphs

Liu Kang — Pad 360° + Block
Kano — B, F, Block
Sonya — D + Run + Block + LP
Kung Lao — Run, Run, Block, Run
Kabal — LP, Block, HK
Sindel — B, D, B, LK
Cyrax — Block, Block, Block
Sektor — D, F, B, Run
Nightwolf — U, U, U + Block
Jax — F, F, D, LP
Sub Zero — F, D, F, HP
Stryker — F, F, F, HK
Sheeva — Hold LK + F, D, F, release LK
Smoke — B, B, D, LK (Smoke must be enabled)



Combos

5 hits — LK, HP, HP, LP, B + HK
7 hits — Ground Fire, Uppercut, Three Skulls
8 hits — Roundhouse, Hell Fire, Morph into Kung Lao, F, D, F, Run, Jump, Jump Kick, Dive Kick, Leg Sweep all before you land.

Finishing Moves

Fatality 1 — Hold LP, D, F, F, D, release LP (close)
Fatality 2 — Hold LP, Run, Block, Run, Block, release LP (close)
Friendship — LK, LK, Run, Run, D
Animality — Hold HP, Run, Run, Run, Run, release HP (do a mercy then a sweep beforehand)
Babality — Run, Run, Run, LK
Mercy — Hold Run, D, D, release run
Pit Three, Subway and Shao Kahn Tower — U, U, B, LP



Sindel, Shao Kahn's wife, possesses some awesome fighting skills and, if you're not careful, she'll also possess your soul. With her deadly fireball moves and her eerie 'floating' attack, she's one bitch not to mess with.

SINDEL

Specials

Air Fireball — B, DB, D, DF, F, LK in the air
Ground Fireball — F, F, LP
Scream — F, F, F, HP
Flight — B, B, B, F, HK



Combos

5 hits — HK, HP, HP, LP, HK
6 hits — HK, HP, HP, D + HP, Jump Kick, Air Fireball

Finishing Moves

Fatality 1 — Run, Run, Block, Block, Run + Block (close)
Fatality 2 — Run, Run, Block, Run, Block (sweep first)
Friendship — Run, Run, Run, Run, Run, U
Animality — F, F, U, HP (mercy first)
Babality — Run, Run, Run, U
Mercy — Hold Run, D, D, Release Run
Pit Three, Subway and Shao Kahn Tower — D, D, D, D, LP (close)





The Shao Kahn Temple fatality. Lots of blood and all that but we at Total PlayStation still reckon it's a bit tame. Not enough moving parts — just static spikes.



Eat shoe leather scumball. Liu Kang's lightning kick.



Sonya vs Sonya. Surely the ultimate kat fight!



Ooh, do it to me baby! This chick has all the moves.



The bicycle kick looks a lot more effective than it is.

An impressive range of simple, but effective moves, together with good speed and decent defence makes Liu Kang one of the most accomplished fighters in the *Mortal Kombat* tournament.



LIU KANG

Specials

Bicycle Kick — Hold LK
Flying Kick — F, F, HK
High Dragon Fire — F, F, HP
Low Dragon Fire — F, F, LP
Air Throw — Block (in the air close)

Combos

7 hits — HP, HP, Block, LK, LK, HK, LK
10 hits — Jump Kick, Air Fireball
Bicycle Kick, Run, HP, HP, Block, LK, LK, HK, LK



Finishing Moves

Fatality 1 — F, F, D, D, LK (close)
Fatality 2 — U, D, U, U, Block + Run
Friendship — Tap D + Run
Animality — D, D, D, U (beyond sweep distance)
Babality — D, D, D, HK
Mercy — Hold Run, D, D
Pit Three, Subway and Shao Kahn Tower — Run, Block, Block, LK (close)



Formerly a special agent trained in gymnastic combat, Sonya is armed with the most powerful (and attractive) legs in the tournament. Her powerful thighs can crush the life out of the strongest opponents. Unfortunately, this strength comes at the expense of her punch. Still, her kicks, speed and aerial prowess make her a tough opponent.

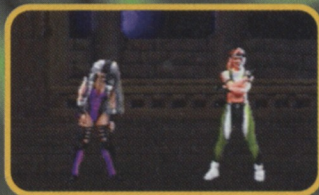
SONYA BLADE

Specials

Energy Rings — D, DF, F, LP
Upward Bicycle Kick — B, B, D, HK
Leg Grab Throw — D + LP + Block
Square Wave Punch — F, B, HP

Combos

4 hits — HP, HP, LP, B + HP
6 hits — HK, HK, HP, HP, LP, HP, B + HP



Finishing Moves

Fatality 1 — B, F, D, D, Run
Fatality 2 — Hold Block + Run, U, U, UB, B, DB, D (hold screen distance)
Friendship — B, F, B, D, Run
Animality — Hold LP, B, F, D, F (close)
Babality — D, D, D, F, LK
Mercy — Hold Run, D, D
Pit Three, Subway and Shao Kahn Tower — F, F, D, HP (close)



Stryker is a man on a mission, a man possessed with his determination to defeat Shao Kahn. As a result, he's one mean opponent who'll stop at nothing to win. Brought up on the streets of America, where guns are part of everyday life, he's not afraid to draw his Uzi whenever he feels threatened. Just like Jax, Stryker is strong, but slow.

STRYKER

Specials

High Grenade — D, DB, B, HP
Low Grenade — D, DB, B, LP
Baton Throw — F, F, HK
Baton Trip — F, B, LP

Combos

4 hits — LK, HP, HP, LP
6 hits — HK, HP, HP, LP Walk UP, HP, Baton Throw
6 hits — LK, HP, HP, LP, Jump Kick, Baton Throw



Finishing Moves

Fatality 1 — D, F, D, F, Block (close)
Fatality 2 — F, F, F, F, LK (half screen distance)
Friendship — LP, Run, Run, LP
Animality — Run, Run, Run, Run, Block (close)
Babality — D, F, B, B, HP
Mercy — Hold Run, D, D
Pit Three, Subway and Shao Kahn Tower — F, U, U, HK



SMOKE

Finding the hidden character is well worth the effort as he's a very fluid and powerful fighter. He has the same nifty teleport punch as Sektor and some awesome combos. He also boasts the most devastating fatality in the game. Sssmokin'!

Specials

Trident Spear — B, B, LP
Teleport Punch — F, F, LK
Air Throw — Block (in the air close)
Invisibility — U, U, Run, U, U, Run

Combos

5 hits — HP, HP, LK, HK, LP
5 hits — Jump Kick, Teleport Punch, Walk to, HP, Spear, Uppercut
9 hits — Jump Kick, Teleport Punch, Walk to, HP, Spear, HP, HP, LK, HK, LP



Finishing Moves

Fatality 1 — Hold Block, U, U, UF, F, DF, D (full screen distance)
Fatality 2 — Hold Run + Block, D, D, DF, F, FU, U (beyond sweep)
Friendship — Run, Run, Run, Run, HK
Animality — D, F, F, Block (three quarters screen distance)
Babality — D, D, B, B, HK
Mercy — Hold Run, D, D
Pit Three, Subway and Shao Kahn Tower — F, F, D, LK (close)



RCVW - 118

8

RCVW - 118

7

RCVW - 118

6

RCVW - 118

5

Possessing speed, strength and a wide range of easy, but match-winning special moves, Sub Zero is, for many,

the ultimate fighter.

However, more aggressive players will be disappointed with how defensively minded he is. Still, if that's what's needed to win ...!

Specials

Ice Shower Front — D, DF, F, B + HP
Ice Shower Back — D, DB, B, F, HP
Ice Shower Top — D, DF, F, HP
Ice Clone — D, DB, B, LP
Ice Freeze — D, DF, F, LP
Slide — B + LP + LK + Block



Combos

5 hits — HP, HP, LP, HK, B + HK
6 hits — HP, HP, LP, LK, HK, B + HK
Multi hits — Freeze in corner, Jump Kick, Freeze in the air, Hold D, Keep pressing LP



SUB-ZERO

Finishing Moves

Fatality 1 — Block, Block, Run, Block, Run (close)
Fatality 2 — B, B, D, B, Run (beyond sweep)
Friendship — LK, LK, Run, Run, U
Animality — Hold Block, F, U, U (close)
Babality — D, B, B, HK
Mercy — Hold Run, D, D
Pit Three, Subway and Shao Kahn Tower — B, D, F, F, HK (close)



Shang Tsung and Cyrax do the MK shuffle. Git down!



Cyrax demonstrates the old exploding groin trick.



Watch carefully as I levitate that football.

Like Jax, Cyrax is half human, half robot. His human half gives him the fighting skills, speed and reflexes of a trained Ninja whilst his robot half gives him immense strength. For all his attributes though, Cyrax is let down by some fiddly special moves and only the best fighters should consider him.

CYRAX

Specials

Net — B, B, LK
Exploding Teleport — F, F, D, Block
Close Bomb — Hold LK, B, B, HK
Far Bomb — Hold LK, F, F, HK
Jump Throw — B, DB, D, DF, F, Block, LP (opponent in air)

Combos

2 hits — Ground Throw, Jump Throw
7 hits — HP, HP, HK, HP, HK, HK, B + HK

Finishing Moves

Fatality 1 — D, D, U, D, HP
Fatality 2 — D, D, DF, F, UF, U + Run (close)
Friendship — Run, Run, Run, Run, U
Animality — Hold Block, U, U, D, D (close)
Babality — F, F, B, HP
Mercy — Hold Run, D, D
Pit Three, Subway and Shao Kahn Tower — Block, Block, Run, Block, Run



Sektor is the brother of Cyrax and plays similar to him in many ways. He also has a lot of the same attributes. There's one noticeable difference between the two though. Sektor's special moves are a lot easier to perform. This makes him more accessible to the average player and makes him all the more powerful.

Specials

Heat Missile — D, DB, B, HP
Missile — F, F, LP
Teleport Punch — F, F, LK

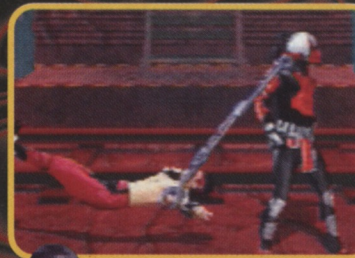
Combos

5 hits — 2 heat missiles, Teleport, walk up, LP, Jump towards, HK
5 hits — 2 heat missiles, Teleport, walk up LP, Missile
5 hits — HP, HP, HK, JK, B + HK

SEKTOR

Finishing Moves

Fatality 1 — LP, LP, Run, Run, Block (beyond sweep)
Fatality 2 — F, F, F, B, Block (full screen distance)
Friendship — Tap D + Run
Animality — F, F, D, U
Babality — D, D, B, B, HK
Mercy — Hold Run, D, D
Pit Three, Subway and Shao Kahn Tower — D, D, D, D, Run (close)



This native American, (oh what the hell, Indian!) possesses a well balanced range of attacking and defensive special moves. With his slow speed and clumsiness though, this is just as well, because he needs all the help he can get.

Specials

Green Arrow — D, DB, B, LP
Hatchet Uppercut — D, DF, F, HP
Green Shield — B, B, B, HK
Shadow Ram — F, F, LK

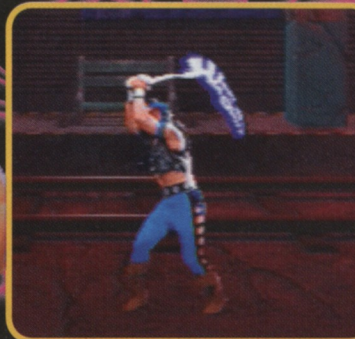
Combos

6 hits — HP, HP, Hatchet Uppercut, HP, HP, Shadow Ram
7 hits — LK, HP, HP, LP, Hatchet Uppercut, Hatchet Uppercut, HK
8 hits — HK, HK, HP, HP, LP, Hatchet Uppercut, HP, Arrow

NIGHTWOLF

Finishing Moves

Fatality 1 — Hold Block, U, U, B, F, Release Block (close)
Fatality 2 — B, B, D, HP (half screen distance)
Friendship — Dun, Run, D, Run, D
Animality — F, F, D, D (close)
Babality — F, B, F, B, LP
Mercy — Hold Run, D, D
Pit Three, Subway and Shao Kahn Tower — Run, Run, Run, Block (close)





She's got the whole world in her hands - all four of 'em!



You haven't got a tie on, you ain't comin' in!



Listen, I don't want your christmas tree decorations!

SHEEVA

Specials

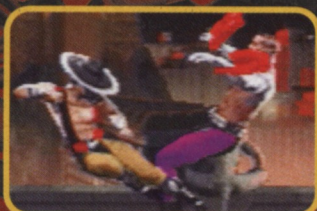
Fireball — D, DF, F, HP
Teleport Stomp — D, U
Ground Stomp — B, DB, D, DB, B, HK

Combos

6 hits — HP, HP, LP, F + HP, Walk up
Fireball
7 hits — HP, HP, LP, HK, HK, LK, B + HK

Finishing Moves

Fatality 1 — F, D, D, F, LP (close)
Fatality 2 — Hold HK, F, B, F, F (close)
Friendship — Hold HK, F, B, F, F (close)
Animality — Run, Block, Block, Block, Block (beyond sweep)
Babality — D, D, D, B, HK
Mercy — F, F, D, F, Slight pause, HP
Pit Three, Subway and Shao Kahn Tower — D, F, D, F, LP (close)



KUNG LAO

Specials

Hat Throw — B, F, LP
Teleport — D, U
Dive Kick — D + HK (in air)
Shield Spin — F, DF, D, DF, F Run

Combos

4 hits — Spinning Shield, Walk up, HP, Jump Kick, Dive Kick
7 Hits — HP, LP, HP, LP, LK, LK, B + HK

Finishing Moves

Fatality 1 — Run, Block, Run, Block, D
Fatality 2 — F, F, B, D, HP (close)
Friendship — Run, LP, Run, LK
Animality — Run, Run, Run, Run, Block, Run



Babality — D, F, F, HP
Mercy — Hold Run, D, D
Pit Three, Subway and Shao Kahn Tower — D, D, F, F, LK



For all his good intentions, Kung Lao is not a very intimidating opponent. He's fast, but his special moves are not hard to spot and can be easily avoided. If you decide to fight as Kung Lao, be prepared for some gritty contests with a lot of close range combat.

KABAL

One of the more enigmatic fighters, Kabal prefers to keep his allegiance and much of his history a secret. No one can dispute his fighting skills though. With a good range of attacking minded special moves and fair speed, he's one opponent you don't want to be asking too many questions.

Specials

Tornado Spin — B, F, LK
Purple Energy Ball — B, B, HP
Ground Blade — B, B, B, Run

Combos

6 hits — LK, LK, HP, HP, B + HK, B + HK
6 hits — LK, LK, HP, HP, D + LP, D + HP
7 hits — LK, LK, HP, HP, D + HP, Jump Kick, Air Fireball
9 hits — Jump Kick, Spin, Ground Blade, LK, LK, HP, HP, D + HP, Jump Kick, Air Fireball



Finishing Moves

Fatality 1 — D, D, B, F, Block (beyond sweep)
Fatality 2 — Run, Block, Block, Block, HK (close)
Friendship — Run, LK, Run, Run, U
Animality — Hold HP, F, F, D, F (close)
Babality — Run, Run, LK
Mercy — Hold Run, D, D
Pit Three, Subway and Shao Kahn Tower — Block, Block, Block, HK (close)



RCVW - 11B

8

RCVW - 11B

7



JAX

Half human and half machine, Jax is one of the strongest competitors in the *Mortal Kombat* tournament. His bionic arm can crush opponents with a single blow. However, his strength is undermined by his slowness around the arena.



Specials

Missile — B, F, HP
Double Missile — F, F, B, B, HP
Earthquake Smash — Hold LK 3 secs
Blazing Punch — F, F, HK
Grab — F, F, Tap LP
Quad Throw — F + LP, Tap HP (close)
Backbreaker — Block in the air (close)

Combos

5 hits — HP, HP, Block, LP, B + HP
8 hits — HK, HK, D + HP, HP, Block, LP, HP, B + HP



Finishing Moves

Fatality 1 — Hold Block, U, U, D, DF, F, UF, U, release Block, Block (close)
Fatality 2 — Run, Block, Run, Run, LK (half screen distance)
Friendship — LK, LK, Run, Run, LK
Animality — Hold LP, F, F, D, F (close)
Babality — D, D, D, LK
Mercy — Hold Run, D, D
Pit Three, Subway and Shao Kahn Tower — D, F, D, F, LP (close)



RCVW - 11B

6

RCVW - 11B

5

Rayman

When it comes to platformers, they don't come much bigger, or better than Rayman - Ubisoft's fantastic game proving there's life in this genre yet. Armed with maps and his favourite joypad, Jon went searching for all the things and tings needed to complete this mammoth game. The result of his Herculean effort, is this definitive guide on how to complete the game. Well, almost definitive. More observant readers will notice some of the levels are missing. I'm afraid you'll just have to get through those levels yourselves! Well, you'll be wanting us to wipe your bum next!

Jungle Level



1

Climb up these Vines and go to the left, for the opportunity to pick up an extra life and a punch power-up. Can't ask for an easier start than that, can you?

All's not as it appears in the Jungle. This flower looks a safe platform, but as soon as you jump on it, it'll dip down into the water. If you don't want to get your feet wet, get off quick!

To get to the exit, jump up onto the tree with his palm facing upwards. Use this as a base for jumping over to the two platforms on the left. From here the exit is a small leap away.



2

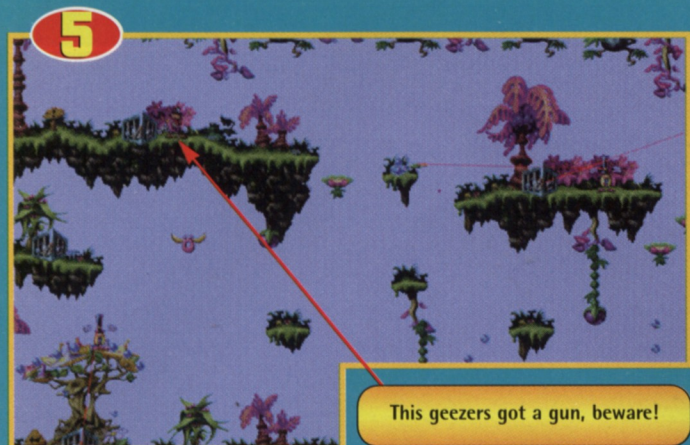
Collect all the Tings up in these vines and the magician will whisk you away to the first bonus level full of goodies.

Climb up these vines to free the tings trapped in the cage to the right. Then continue to climb upwards until you reach the platform above.

This flower may look safe, but it'll fall away as soon as you land on it. If you don't want to fall with it, jump over to the ledge and safety.



4



1) Despite its length, Level 7 is easy.



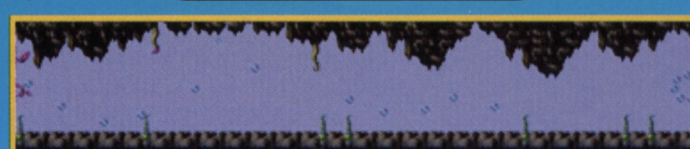
2) Avoid the prickly flowers, they hurt.



3) Look out for the extra life.



4) The Power punch is always handy.



5) Collect 100 tings for a free life.

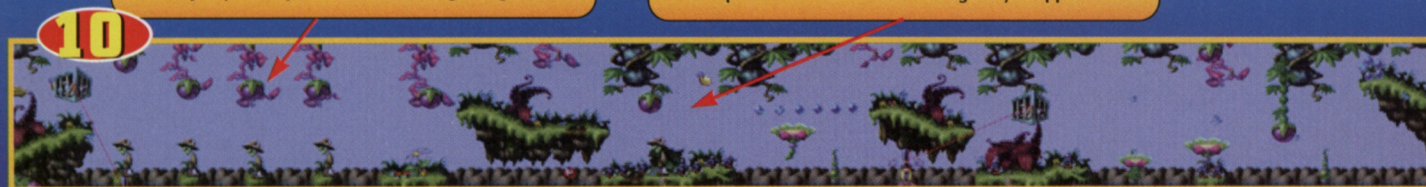


6) Avoid these last red flowers and you're safe.

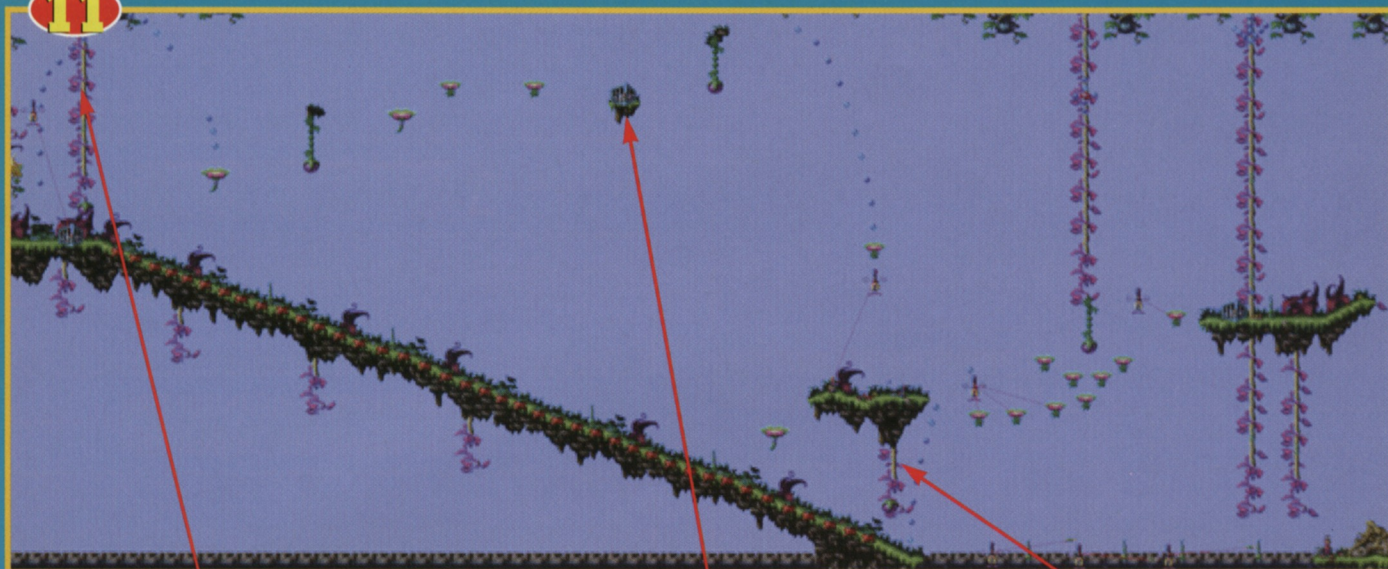


Knock down these giant plumbos and they'll fall onto the heads of the bad blokes beneath. You can now jump on top of them without getting hurt.

If you knock a plumb of it's vine and then lose it, just walk away until the vine is off screen and then return, the plumb should now have magically reappeared.



11



Climb up this vine and then jump down to find a hidden cage. After this, knock down the plumb and ride on it to the bottom of the hill.

These poor tings are trapped in the middle of nowhere, but, if you use the floating flowers, you should be able to reach them no problem.

Knock this plumb off and use it to cross the water. Alternatively, jump up to the platform above and jump across the floating flowers.

12



If you climb up this tree and collect all the tings on top, a cage will appear below.

Knock this plumb off the vine and use it to cross the water. When you get to the far side, don't jump off. Keep going and you'll come to a hidden cage.

Contrary to popular belief, Rayman is not a monkey. He just likes to play around in vines a lot. There's nothing wrong with that, is there? Hell, Miles likes to play around in ...

13



Just like level 12, climb up this tree and collect all the tings. When you jump down you'll find a cage.

These spiky flowers sway from side to side. Time your run, or jump so that you don't get impaled.

If you knock this plumb into the water and then float on it to the right, you'll find another cage.

This row of jumps requires timing and some precision. Don't rush into anything, take your time.

14



There's not much to trouble players on level 14, but be careful of the red, prickly flowers. These can hurt, so stay well clear of them.

After years of ending up on somebody's dinner plate, the fish have decided to bite back. If you don't want to become their snack, jump just after they re-enter the water.

A nice easy level to finish off the jungle section - with a free life up for grabs as well. Just knock this plumb into the water, jump aboard and go to the right. There you should find your extra life.

15



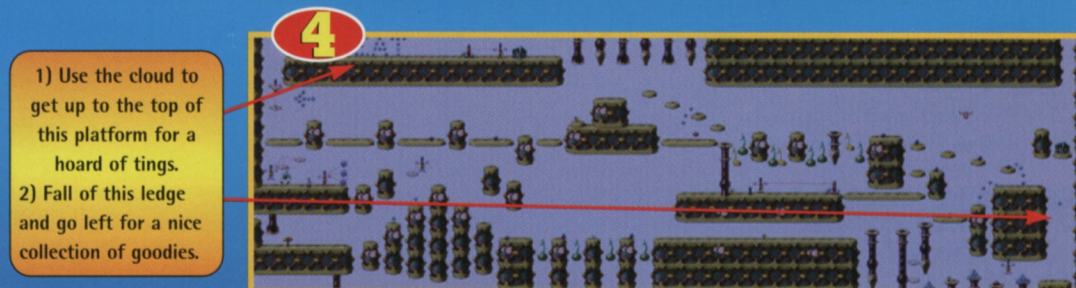
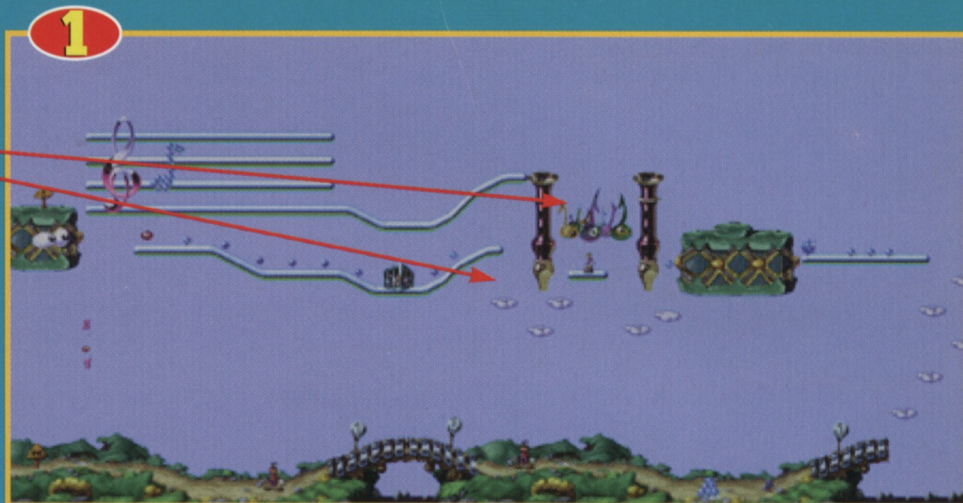
Music Level

Level 1

- 1) Jump down onto these floating platforms and go to the left to find a cage.
- 2) These musical notes are sharp - jump over them!

Level 2

- 1) For a simple extra life, walk to the end and then retrace your steps, remembering to jump over the cloud.
- 2) If you jump over the exit sign, you'll see a cloud appear on the right side of the screen. Get on this and it'll whisk you away to a hidden cage.



Get your lovely holiday snaps here.

To stay on these rotating barrels, walk in the opposite direction to the barrels.



guide

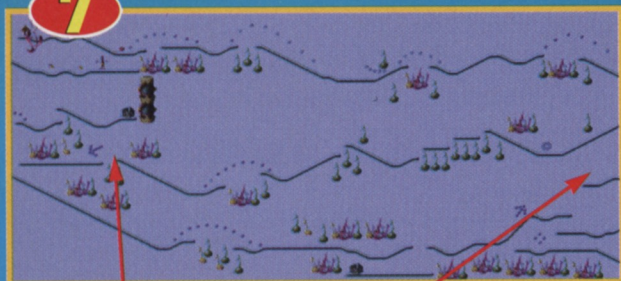
Rayman

6

These guys spew electric bolts at you, so don't stand around for too long. The best way to stay healthy is to keep moving and jumping.



7



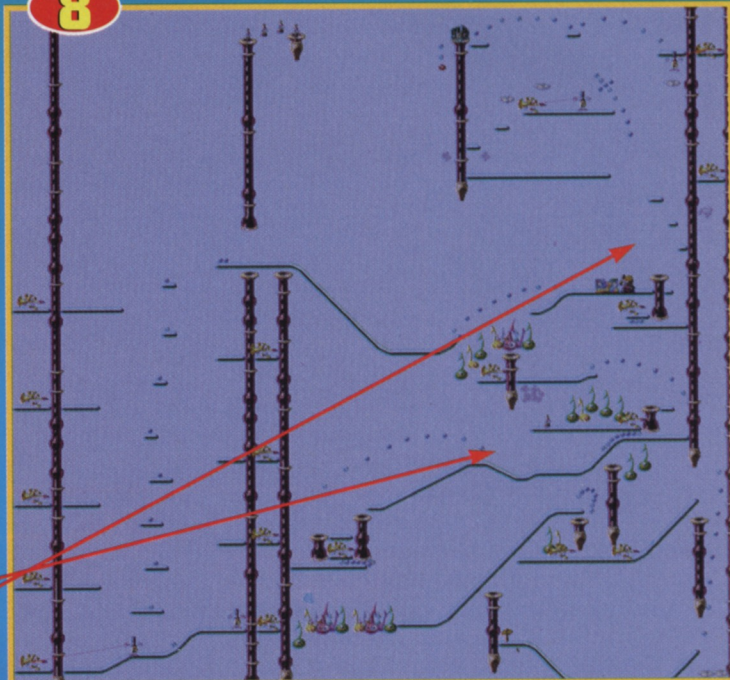
Level 7

- 1) At this second arrow-shaped group of tings, jump up onto the ledge on the left. Now go right and you'll find a hidden cage.
- 2) Build up a lot of speed on the run up to this ledge and make a big, big jump over to the right. You should land on this hidden platform, where you'll find another cage.

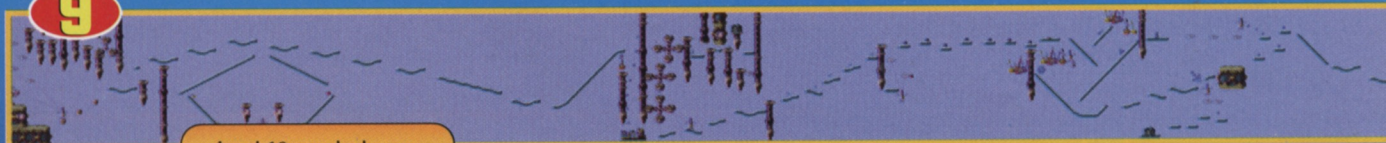
Level 8

- 1) Make a big jump over to the right from here to find an extra life.
- 2) After the photographer, jump up to the platform on the right. Keep going up to find a veritable feast of goodies.

8

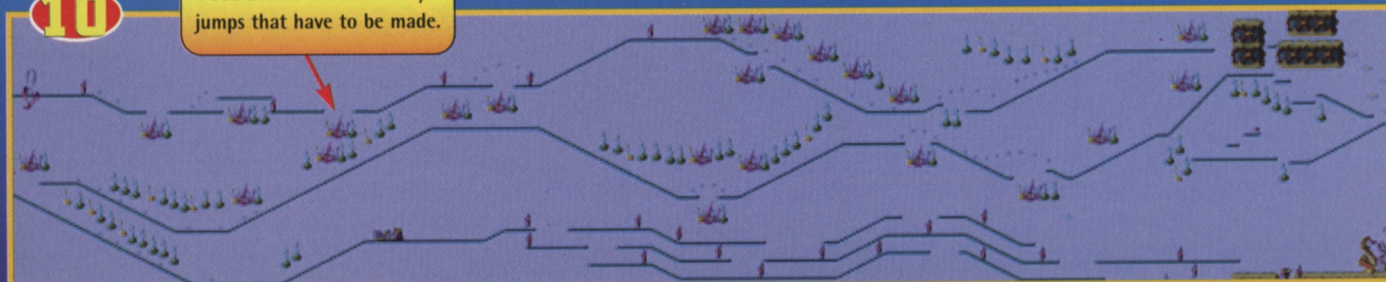


9



Level 10 may look easy, but there's a lot of tricky jumps that have to be made.

10



12

Remember to collect as many tings as possible. For every 100 collected, you're rewarded with a free life.



13

If you haven't found out by now, these musical notes are sharp!



14



Level 14

1) As you come down the slope to the left, pick up as much speed as possible. Then run up this hill and smash into the wall. If you were going fast enough, some spinning wheels will appear that will carry you to a cage above.

2) Use these cymbals to get across this gap. On the right side, the flying hooks will take you up to an extra life. Further up there's another cage.

Level 15

1) Mr Sax is the big boss-type character that you have to beat at the end of the music section. Unfortunately, your punches do no harm to him at all. The only way to beat him is to stuff the notes he spews out back down the hole from which they came.

15



Mountain Level

1



Jump down to the left of here and go right. Go past the rock monster and a cage should appear. If you jump up to the left, there's another cage waiting to be liberated as well.

When you see this ting, it looks unsafe to drop down and get it, but have faith and you'll not only find more tings, but a cage also. To get back up, just use the floating clouds.

2



These blue, steel balls are decorated in spikes. To avoid becoming impaled upon them, watch the balls, suss they're pattern and then time your jump so that you are rising as they are falling.

- 1) When these blue balls get in your way, just punch them to get past.
- 2) To reach the end, you have to jump into the unknown, but never fear a flying hook will be waiting.

3

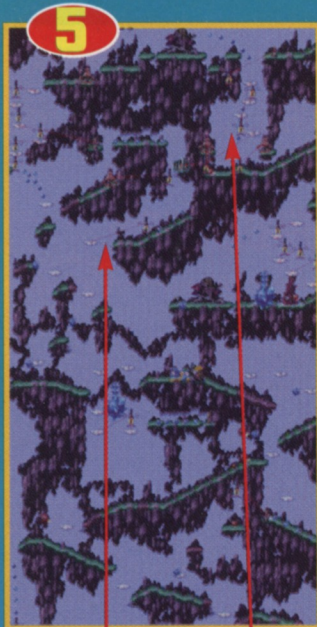


This level can be quite tricky, so make sure you get your picture taken with the photographer. Then if you die, you'll get to continue from this point rather than having to go all the way back to the beginning.

These platforms are frighteningly narrow, so, if you don't want to plummet to your death, make sure your jumps are timed to perfection. When you land safely back on terra firma, grab the power-punch above you.

4





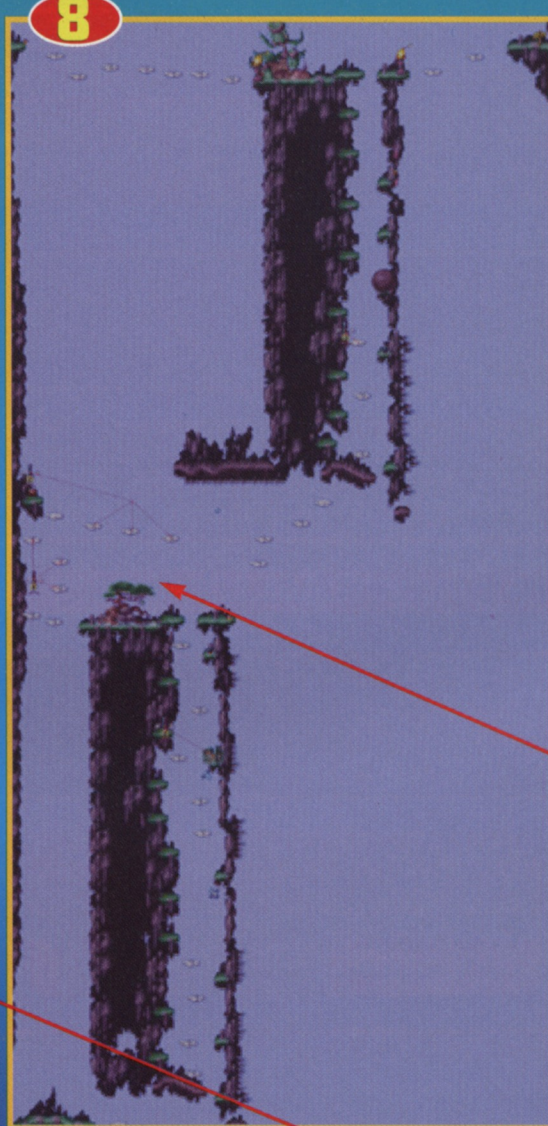
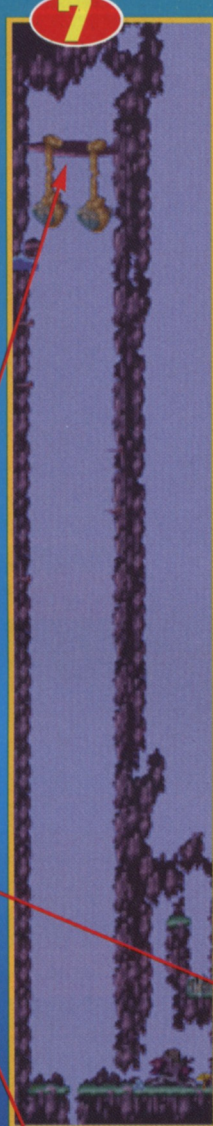
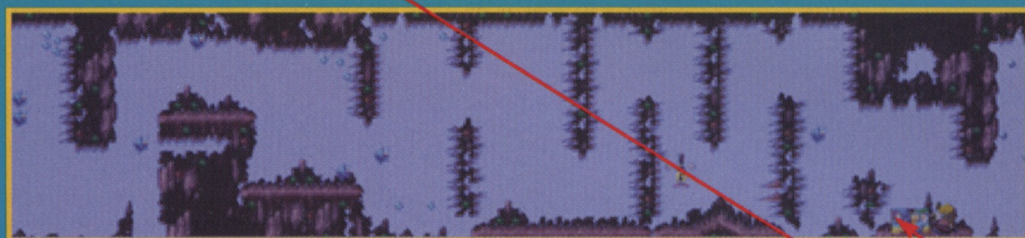
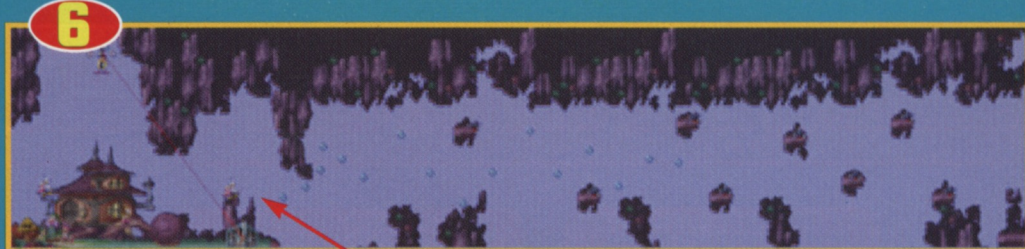
Level 5 is full of bouncing rocks that can bowl you over if you don't get out of the way quickly. The best way to do this is to hang over the edges of the platforms, allowing the rocks to bounce right over you.

Fall down this hole, kill the rock men and pick up the power-up. A floating cloud will take you back up to the top.

This huge slab of stone will push you down into the water if you don't cut the chords to the hanging rocks quickly. Use your spinning hair to do this, making sure you cut at the section that looks frayed.

1) After getting across the huge chasm, jump down the 2nd, or 3rd hole to find a cage. Watch out for the nasty blue balls though - you don't want to mess with one of them!

2) Jump down either of these holes to collect a group of tings.
3) Jump down this hole to find a magician.



1) If you free the musicians' guitar from the rock, he'll reward you with the ability to fly. As you can imagine, you're going to need this.

2) Just after this photographer, keep flying until you spot the power-up. Beneath this is a hole, go down here to find a cage.

This is another one of those levels where the water rises up behind you. Just keep going up fast and you should be alright. At the top of the first climb, go to your left, past the giant bonsai. Keep going and you'll find a cage.

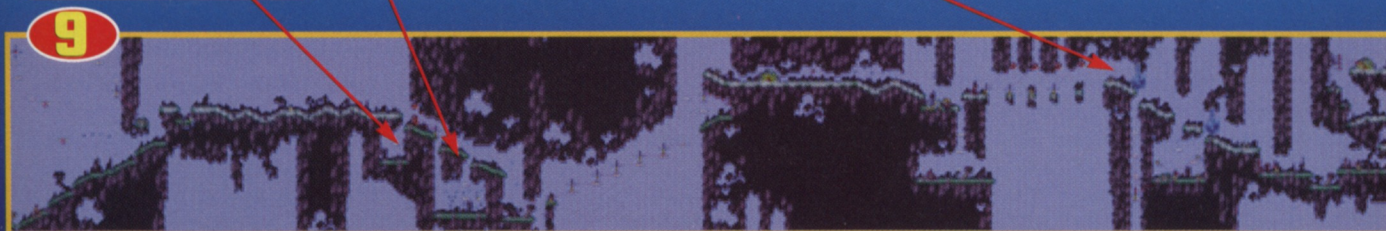


Image Level

Before jumping over the pencils, punch the ying yang and jump on to it. Now jump onto the platform above and free the electroons trapped in the cage.

When you get to this pencil, jump up and collect the power-up. To the right of the screen you should see a platform appear. This gives you access to some more tings and a cage later on.

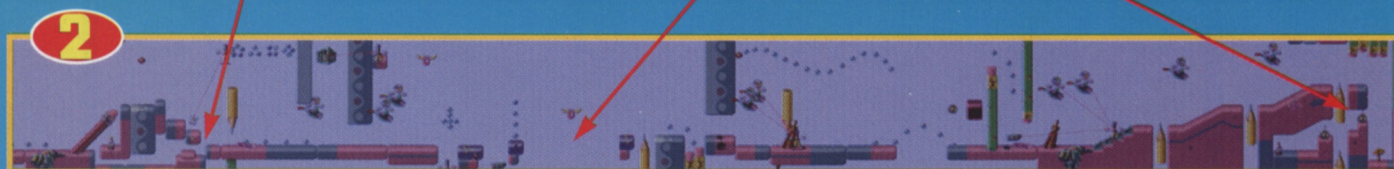
Jump up onto this platform to free the tings within the cage. Then, jump over to the right to collect the blue crystals, before making your way to the exit and the next level.



For an easy free life, simply jump down this gap and make your way to the left. When you reach the end, leap up to the right and there you'll find your extra life.

This huge chasm cannot be leaped in one go. To make it safely to the other side, you need to first jump onto the floating hook. Before jumping again over to safety.

At the end of this level, if you punch the ying yangs, you'll gain access to the free life below.



1) Getting this cage can be a little bit tricky, but follow these instructions and you should be okay. Before you do anything, make sure you are big. Now use the bouncy eraser to jump up onto the moving platform on the right. From here you can punch the ying yang. After this, go back down to the eraser and jump onto the ying yang. You can now punch the cage and free the electroons.

2) The last section of this level must be done twice, once when you're big and once when you're small. This is because you need to be big to get the last cage, but can only exit the level if you are small. At the very end of the level, grab the flying ring and touch the fairy to become small enough to get out.



To get safely through this level, after the second set of red pens, jump down onto one of the flying rings. Use this to swing over on to the rising platform to your right. You can either take this up to the next platform, or go right for a secret hoard of tings.

The image level is full of stationary items more familiar on a desk than in a game. Some of these items, like the pencil can have detrimental effects on your health if you hit them. Whilst others, like the bouncy rubber, can be extremely helpful.



Quite often cages will appear in sections of the level that you've already been too. If this is the case, you'll have to retrace your steps until you reach it. This can be a pain in the ass, but is essential.

These oily rubbers are extremely slippery, so be exceptionally careful, especially when there's a big drop at the end! It's unlikely you'll be able to stop on this section of the game, so once you land, get ready to jump again.

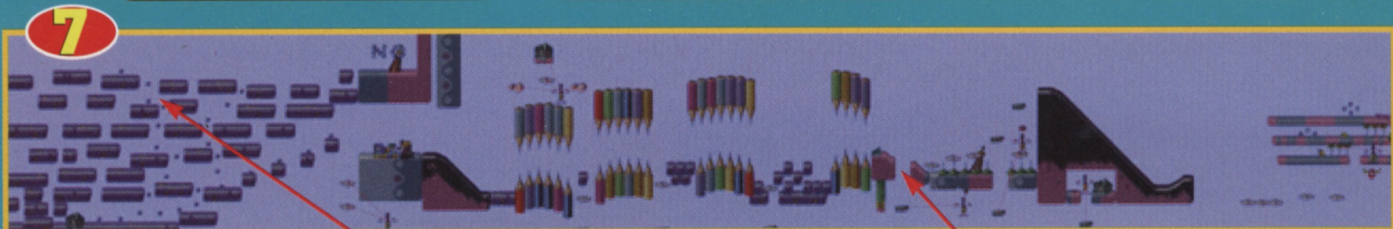
As you get towards the end of the level, if you swing down on the flying hooks beneath here, you'll find a power-up. A squadron of flying hooks should now appear to the right. Use these, carefully, to get to the exit.



6

Take out this enemy and a free life should appear to the left.

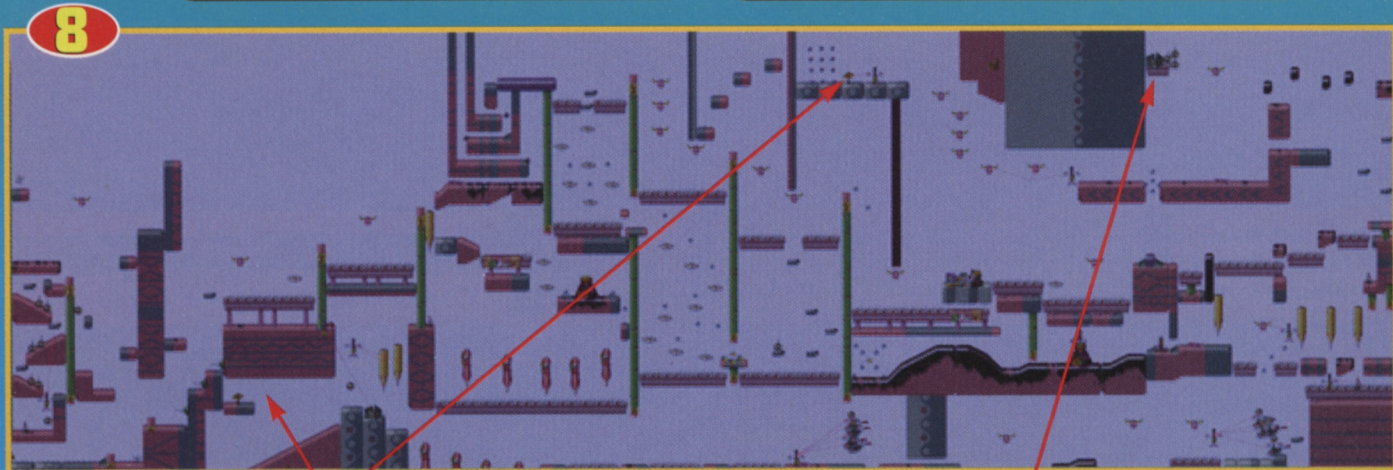
With all the hazardous spikes, helicopter power is a must on this level. When you get to the exit sign, jump over the sign and a cage will appear on the ledge beneath you.



7

If you follow the ting trail, it'll lead you straight to a cage at the bottom of all the bouncing erasers.

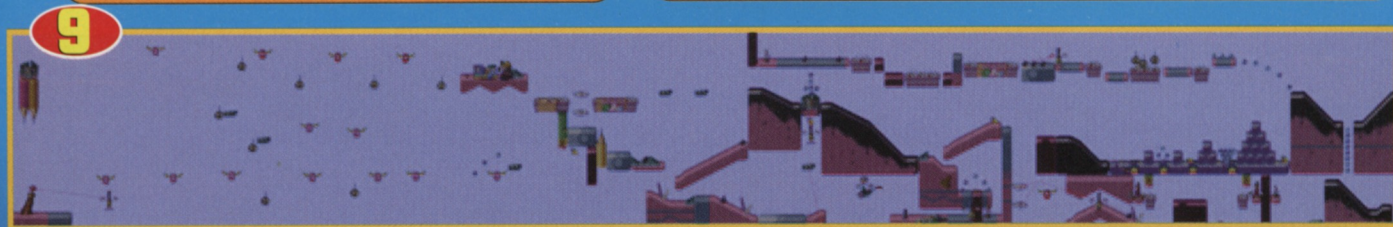
2) Jump down this hole onto the moving platform beneath to find the hidden cage. Once you reach the power-up on the right, platforms leading to the exit will appear.



8

There are two exits on this level. Don't go for the bottom one until you've freed all the cages on the top section as once you get there, you cannot retrace your steps.

To get to the cage trapped by these ying yangs, use the flying hook. When you get close enough, jump off the hook and throw a punch at the ying yangs, then grab the hook again.



9

Watch out for these spiky objects, they try to block your path and can be painful if you touch them. To avoid them you'll have to keep moving around on the platform.

At the end of the level, if you jump over the exit sign onto the can of paint, a platform will appear and carry you off to a cage.



10

Cake Level

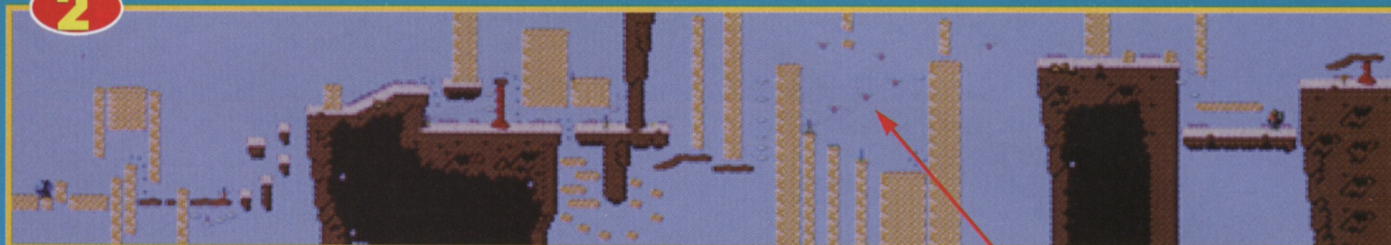
1



The first level of the cake world appears easy, but watch out for all the jumps. Timing is essential. If you get it wrong, you can end up falling to a watery grave.

The somewhat bland scenery of the Cake world is made up for by the slippery surface. You'll have a hard job controlling Rayman. The jumps are particularly awkward.

2



These platforms are narrow and slippery, making jumping from one to the other an extremely hazardous task. Still, it has to be done, so tough! Just take your time and say a prayer.

As appetising as this level may seem, it can be a bit on the hard side, so keep a watchful eye out for the unexpected. Use these floating hooks to get across to the other side.

3



Cave Level

1



This dark, ominous level requires players to utilise all the skills they've learnt throughout the game. Timing, precision, reflexes and sheer madness are needed by the bucket load.

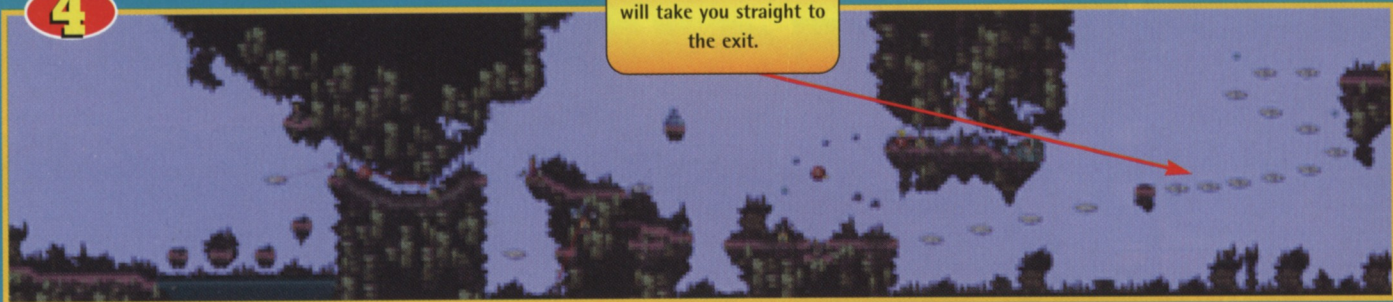
By using these flying hooks, there's dozens of tings to be had on this level. This level is particularly dangerous, so make sure you get your picture taken with the photographer.

2



4

These floating clouds will take you straight to the exit.

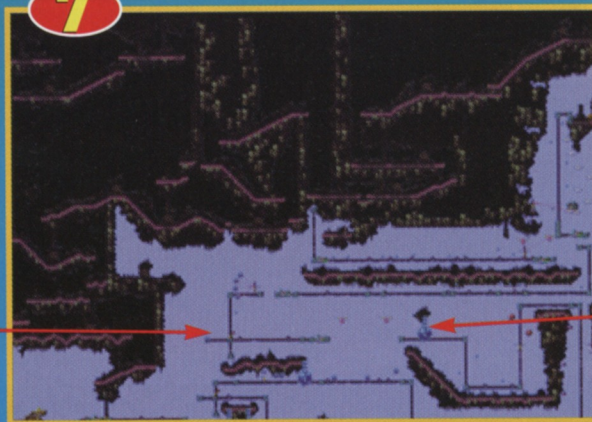


5

6



7



Blue balls, red prickly flowers; all the hazards you can imagine are crammed into this level.

Just when you thought you'd seen the last of these things, they're back bigger than ever. Avoid them at all costs.

This ominous looking level can be hard. All your skill, reflexes and timing will be needed to get through this one alive. In particular, look out for these blue balls.

At this stage of the game, extra lives become increasingly scarce. This makes it even more essential to collect as many of the blue crystals as possible.

8



This long, but straight level, requires some skillful jumping. Watch out for the cage halfway along as well.

Jumping from platform to platform is bad enough, but flying hook to flying hook!

9



A surprisingly easy level for this stage of the game. Get the flying rings to get up to the exit.

10





Guide

SF the movie

Street Fighter the movie

AKUMA

To select Akuma put the cursor on Guile's portrait on the character select screen. Tap up, R1, down, L2, right, L1, left, R2. Akuma should then appear. If he doesn't keep on trying his moves are as follows...
Blue Fireball — Roll down to for-

ward and punch

Aerial Fireball — As normal fireball but in the air

Red Fireball — Roll back to forward and punch

Dragon Punch — Forward, down, down forward and punch

Hurricane Kick — Roll down to back and kick

Shadow Kick — Hold kick, roll down to back and release kick

Charge Kick — Hold strong kick for two seconds and release

Teleport (forward) — Forward, down, down-forward and press all three punch buttons

Teleport (reverse) — Back, down, down-back and all three punch

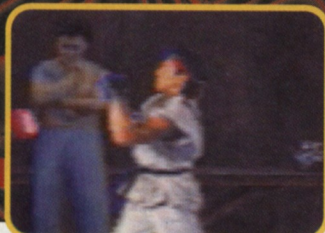
buttons

8 hit combo — Jump in then charge kick, roundhouse, strong kick, roundhouse, jumping roundhouse, roundhouse

Super move 1 — Roll down to forward twice then punch

Super move 2 — Hold punch, roll down to forward twice and release

RYU



Blue Fireball — Roll down to forward and any punch

Red Fireball — Roll back to forward and punch

Dragon Punch — Forward, Down, Down-Forward and any punch

Hurricane Kick — Roll down to back then any kick

Juggle Hurricane Kick — Hold any kick for two seconds then release and perform normal hurricane kick

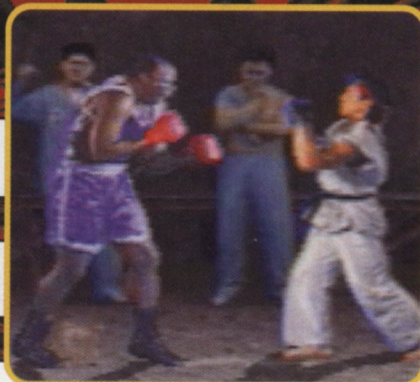
Sliding kick — Hold weak kick for two seconds then release.

Inside Roundhouse — Hold strong kick for two seconds then release

12 hit combo — Jump kick, juggle hurricane kick, dragon punch, juggle hurricane, dragon punch, roundhouse

Super move 1 — Roll down to forward twice then hit any punch

Super move 2 — Forward, down, down-forward, forward, roll down to forward and any punch



VEGA

Reverse attack — Hold all punches for two seconds then release

Flip — Tap all three punches quickly

Claw Dive — Hold down for two seconds then push up, kick then punch

Spear — Hold down for two seconds then up and kick

Wall Spear — As for normal spear but with punch

Climb Wall — Jump, forward

Rolling attack — Hold back for two seconds then forward and punch

Mask Throw — Hold weak punch, back, forward, release punch

Claw Throw — Same as mask except use strong kick instead of weak punch

7 hit combo — Jump, strong punch, crouching strong punch, rolling attack, crouching strong punch — only works against a leaping opponent.

Super move 1 — Down, down-back, down, down-back, down (close)

Super move 2 — Hold back for two seconds then forward, back, forward, kick



KEN

Fireball — Roll down to forward and punch

Dragon Punch — See Ryu

Hurricane kick — Roll down to back and kick

Shadow Hurricane — Hold kick, roll down to back, release kick

Double Hurricane — Do a normal hurricane kick then push up and press all three kicks

Flaming Uppercut — Hold strong punch for two seconds and release

5 hit combo — Jump kick, flaming uppercut, down-forward

Super move 1 — Do two dragon

punch movements followed by forward on the pad and press punch

Super move 2 — Roll down to back twice and kick



GUILE

Sonic Boom — Hold back for two seconds then forward and punch

Flash Kick — Pull down for two seconds then up and kick

Crescent Kick — Forward for two seconds then kick

Handcuffs — Hold all punch buttons then hold back for two seconds followed by forward, back, forward, release punches

6 hit combo — strong sweep, roundhouse, flash kick

7 hit combo — Strong punch, roundhouse, flash kick (opponent must be in the air)

9 hit combo — Jump, three weak punches, roundhouse, flash kick (opponent must be in the air)

Super move 1 — Hold down-back for two seconds then down-forward, down-back, up and kick

Super move 2 — Hold back for two seconds then forward, back, forward, kick



RCVW - 11B

8

RCVW - 11B

7

RCVW - 11B

6

RCVW - 11B

5



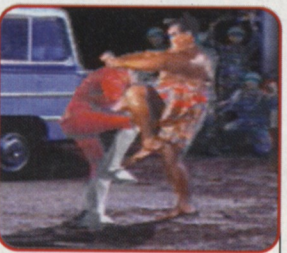
Sagat and Bison are two of the toughest characters in the game. Maybe that's why they seem to share such a close affinity for one another!



And to think Sagat only asked him the way to the beach!



Chun Li and Vega continue their long running feud.



I told Bison not to call him Fatty!



Honda is a strong character badly let down by his speed.

SAGAT

High Tiger Flame — Roll down to forward then punch

Low Tiger Flame — Roll down to forward then kick

Tiger Knee — Roll down to up-forward and kick

Tiger Uppercut — Same as a dragon punch

Evil Eye — Hold all punches for two seconds then release

Super Tiger Flame — Hold any punch for two seconds then down-forward, forward and release punch



15 hit combo — Evil eye, tiger knee, strong punch, tiger knee, strong punch, tiger knee, high tiger flame, tiger knee

Super move 1 — Roll down to forward twice then punch

Super move 2 — Hold back for two seconds then roll down to forward twice and press all kick buttons



CHUN LI

Fireball — Hold back for two seconds then forward and punch

Lightning Kick — Repeatedly press any kick

Spinning Bird Kick — Hold back for two seconds then forward and kick

Spinning Air Kick — Hold down for two seconds then up and kick

Slap — Hold strong punch, hold down for two seconds then press up and release strong punch. Aim and tap punch

Bracelet throw — Hold punch, hold back for two seconds then forward, back, forward and release punch

6 hit combo — Spinning air kick, spinning bird kick

Super move 1 — Hold back for two seconds then forward, down, forward, down, forward, weak punch

Super move 2 — Hold back for two seconds then forward, back forward and kick.



HONDA

Headbutt — Hold back for two seconds then forward and punch

Slam — Hold down for two seconds then up and kick

Butt Slam — Hold kick, Down, up, release kick

Quick Slaps — Hold strong punch

for two seconds and release

Hundred Hand Slap — Repeatedly press punch

Stomp — Hold all kick buttons for two seconds then release

Ochido throw — Roll down to back and punch

Triple throw — roll down to back

twice and punch

8 hit combo — Slam, quick slaps, headbutt

Super move 1 — Hold back for two seconds then forward, back forward, punch.

Super move 2 — Roll down to back twice and punch



ZANGIEF

Spinning Lariat — Quickly tap all three punches

Double Suplex — Roll forward to back and kick

Spinning Pile Driver — Roll forward to back and punch

Air Spin — Hold strong punch, forward, release strong punch (close)

Spinning Hands — Roll down to back and punch

Super move 1 — Roll forward to back twice then punch twice (close)

Super move 2 — Roll down to forward twice and punch



CAMMY

Dragon Kick — Forward, down, down-forward and kick

Cannon Drill — Roll down to forward and kick

Flying Cannon Drill — Hold the kick button, jump roll down to forward and release kick.

Spin Punch — Roll down to forward and punch

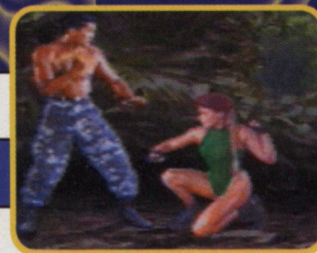
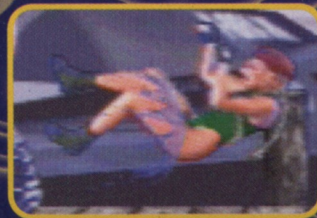
Flying Roll — Roll down to up-forward and kick twice (close)

Choke — Hold strong punch for two seconds then release

5 hit combo — Whip choke, cannon drill

Super move 1 — Roll down to forward twice then kick

Super move 2 — Hold weak punch, forward, forward and release weak punch (close)



RCVW - 118

8

RCVW - 118

7

RCVW - 118

6

RCVW - 118

5

SAWADA

Axe Kick — Roll down to back and kick

High Axe Kick — Hold kick, roll down to back, release kick

Katana Sword — Forward, down, down-forward and punch

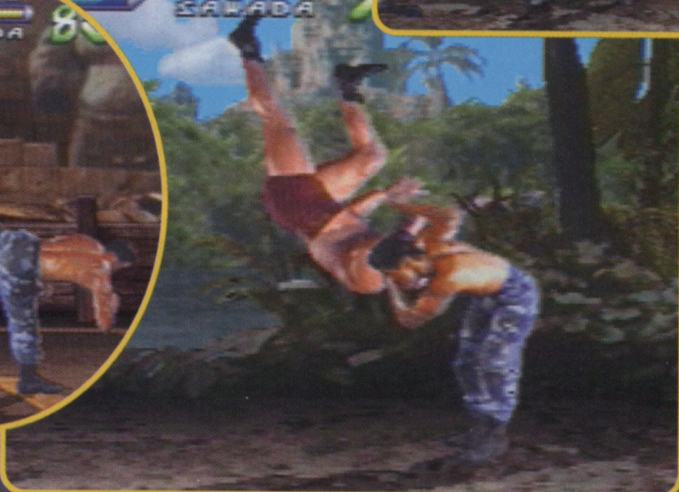
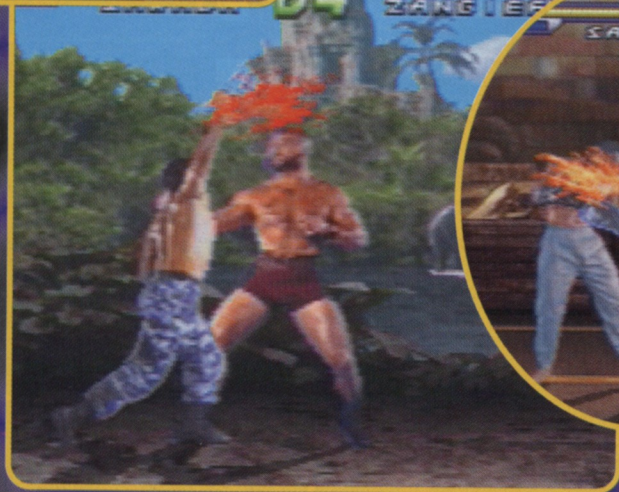
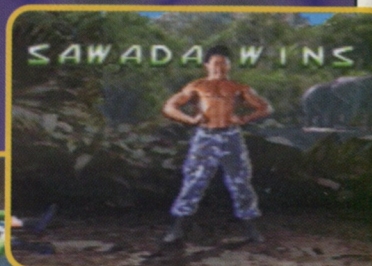
Back Axe Kick — Hold down for two seconds then up and kick

7 hit combo — Axe kick, weak punch, weak punch, jump, strong punch, roundhouse, roundhouse

Super move 1 — Hold punch, forward

ward twice and release punch

Super move 2 — Roll down to back twice and kick



BALROG

Running Uppercut — Back for two seconds, forward and kick

Running punch — Back for two seconds, forward and punch

Shoulder — Down for two seconds then up and punch

Shadow Running Punch — Hold all three punches for two seconds

and release

Multi Running Punch — Hold all three punch buttons for two seconds then release them one at a time

Uppercut — Roll down to back and strong kick

Super move — Hold back for two seconds then forward, back, forward and punch



M BISON

Torpedo — Back for two seconds then forward and punch

Electric Attack — Hold punch, back for two seconds, forward, release punch

Devil Punch — Down for two seconds then up and punch twice

Head Stomp — Down for two seconds then up and kick

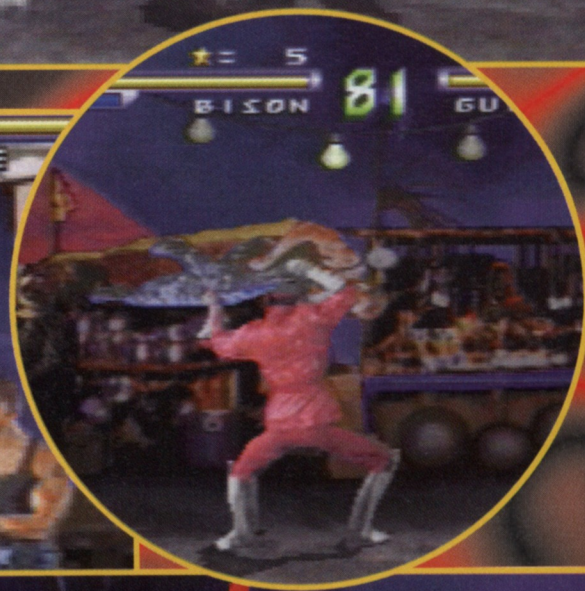
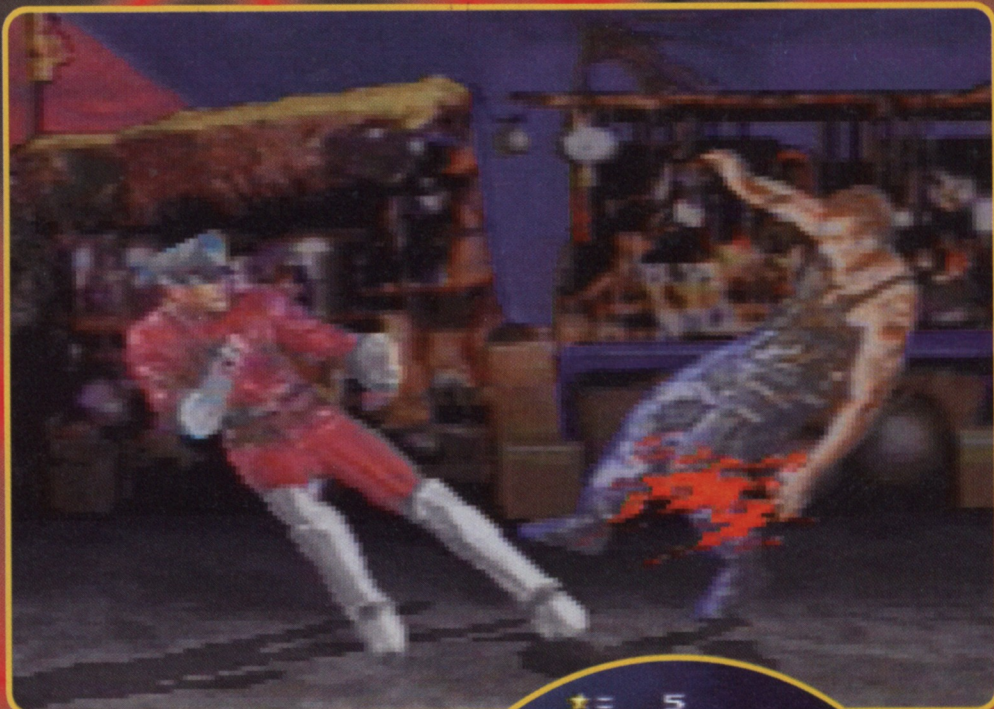
Scissor Kick — Back for two seconds, forward and kick

Electric Arc — Hold strong punch for two seconds and release

8 hits combo — Electric attack followed by a strong punch

Super move 1 — Back for two seconds then forward, back, forward and kick

Super move 2 — Down-back for two seconds, down-forward, down-back, up and kick





tips

Tekken

General

Tactics

Tekken

Tekken is undoubtedly the finest martial arts combat game yet to be released for the PlayStation. With its well balanced characters and finely tuned gameplay, there are few other games that can test a players skills to such a degree and provide so many rewards, but, such things need to be earned through practice and dedication. These things are up to you, but help is here with an exhaustive and definitive guide to the Tekken tournament to help you become the worlds top fighter.

There are certain tactics within the game which, in general, can guarantee a win. A swift counter offensive after an opponents attack (as long as you have defended well) can provide a good opportunity to do some damage. Try to use a powerful move to knock the opponent to the ground as this will provide you with the upper hand. Once an opponent has been knocked down always follow up with a hard pounce attack, or, set yourself up for the next move which will keep the advantage. The individual tactics given are merely suggestions of an effective method for winning a round, and should only be used during desperate moments or when first playing. The games true quality comes through its enormous number of moves and combos per character, which enables the player to become as individual as the next. Practice with a variety of moves and see which suit you best. Variety adds confusion and unpredictability for your opponent which will lead to a swift and confident victory.

Recovery

When knocked to the ground it is possible to either avoid an opponents follow up move, or, make an attack yourself. Both types of moves being possible to activate after a slight delay as your character recovers.

RECOVERY MOVES LIST

Forward Diving Roll:
Forwards + (Square + Triangle)
Get Up: Up (tap repeatedly)
Kick Up Attack:
Backwards + (Cross + Circle)
Roll Back and Forwards Attack:
Backwards, Forwards +
(Square + Forwards)
Roll Backward:
Backwards (tap repeatedly)
Roll Forward:
Forward (tap repeatedly)

Jumping

Jumping attacks are an ideal way of knocking your opponent down but if incorrectly used can leave you open to attack yourself. Jumps can also be used for both long and short distance attacks.

JUMP MOVES LIST

High Jump: Up
High Jumping Kick:
Up + Cross or Circle
High Jumping Punch:
Up + Square or Triangle
High Power Punch: Up, Square
High Power Sweep: Up, Cross
Low Jump: Up (just tap)
Low Jumping Kick:
Up (just tap) + Cross or Circle
Low Jumping Punch:
Up (just tap) + Square or Triangle
(Note - Jumps can be varied with Up Back and Up Forward)

General

Although all of the fighters have their own individual skills, they do have basic moves in common with one another which are essential for an all encompassing technique. These basics provide a solid foundation of skills to build upon.

GENERAL MOVES LIST

Dash Backward:
Backward, Backward
Dash Forward: Forward, Forward
Left Kick: Cross
Left Punch: Square
Low Kick: Down + Cross or Circle
Low Punch:
Down + Square or Triangle
Lower Block: Down + Backward
Right Kick: Circle
Right Punch: Triangle
Rising Kick: (whilst crouching)
Down + Cross or Circle
Upper Block: Backward
Weak Uppercut: (whilst crouching)
Down, Square or Triangle

Running Attacks

Running attacks can be used to great effect both relatively near to the opponent or far away. There needs to be a certain amount of distance between yourself and the opponent to gain enough speed, but this can still lead to a surprise kick, punch or tackle.

RUNNING MOVES LIST

Run Diving Attack: Forwards, Forwards, Forwards (Square + Triangle)
Run Kick Attack: Forwards, Forwards,
Forwards, Cross (only certain characters)
Run Slide Attack:
Forwards, Forwards, Forwards, Circle (only certain characters)
Run: Forwards, Forwards, Forwards (any move will interrupt)
Running Tackle: Forwards, Forwards, Forwards (uninterrupted)

Ground

Once an opponent has been knocked to the ground, it's possible to follow up with an extra attack which is essential for a swift victory.

GROUND MOVES LIST

High Pounce: Up + Triangle
Low Pounce:
Up (just tap) + Triangle (just tap)

Kazuya Mishima

Individual Tactics



Azuya has several moves which can provide an advantage during the early stages of the fight. Whilst remaining defensive, try to trip your opponent using one of the variations of the sweep move. Quickly follow this with a ground attack and then a flying kick when the opponent begins to get up. The kick will either knock the opponent back onto the ground or stun them. Either way the advantage is still yours. When an opponent is stunned there's an opportunity for a combination of punches, a throw, or perhaps a more glamorous move.

LIST OF MOVES

■ THROWS

Double Kick Hold: Square + Cross

Headbutt:

Forwards, Forwards + (Square + Triangle)

Hip Toss: Triangle + Circle

■ MOVES

Axe Kick: Forwards, Forwards + Cross

Double Axe Kick:

hold Down, release Down, Circle, Circle

Double Foot Sweep: Forwards,
Down, hold Down/Forward + Circle, Circle

Double Jab, Power Punch: Square, Square, Triangle

Double Punch Spinning Backhand:

Square, Triangle, Triangle

Double Punch: Square, Triangle

Double Walking Uppercut:

Down/Forward + Square, Triangle

Dragon Punch: Forwards,

Down, Down/Forward + Square

Foot Sweep:

Forwards, Down, DownForward + Circle

Jump Kick: Forwards, Forwards, Forwards + Cross

Jumping Roundhouse/Foot Sweep:

(tap) UpForward, Circle, Circle

Lunging Uppercut:

Forwards, Down, DownForward + Triangle

Punch, Spinning Backhand: Triangle, Triangle

Somersault: hold UpForward + Circle, Cross

Spinning Backhand: Forwards + Triangle

■ 10-STRING ATTACK

Forwards, (hold)Forwards + Triangle, Square,
Triangle, Triangle, Cross, Circle, Circle, Square,
Triangle, Square

■ HARD POUNCE

Hopback Punch: UpBack or Up or UpForward +
(Triangle + Circle)





tips

Tekken

Paul Phoenix

Paul has some powerful moves and combinations at his command, but they require perfect timing to be effective. Therefore it's wise to play relatively defensively and wait for the opponent to make a mistake. The delay after an opponents attack is the ideal time to use a combination move such as the Foot Sweep/Elbow Rush. If the opponent is knocked to the ground, follow up with a ground attack but, if only stunned, use a throwing move.

LIST OF MOVES

THROWS

Forearm Smash:

Forwards, Forwards + (Square + Triangle)

Rollback Toss: Backwards + (Square + Cross)

Shoulder Throw: (Square + Cross)

T-Flip: (Triangle + Circle)

MOVES

Double Jump Kick: (tap) Up + Cross, Circle

Elbow Rush: (crouch) Down, Forwards + Triangle

Foot Sweep/Elbow Rush: Down + Circle, Triangle

Foot Sweep: Down + Cross or Circle

Forward Flip: Forwards, Forwards + Circle

Ground Punch: Down + Triangle

Hammer Fist/Power Punch:

Down + Square, Forwards + Triangle

Hammer Fist: Down + Square

Lunging Double Jump Kick +

Forwards, Forwards + Cross, Circle

Lunging Double Jump Kick/Roundhouse:

Forwards, Forwards + Cross, Circle, Circle

Lunging Double Jump Kick/Sweep: Forwards,

Forwards + Cross, (hold) Down + Circle, Circle

Lunging Jump Kick: Forwards, Forwards + Cross

Power Punch:

Down, DownForward, Forwards + Triangle

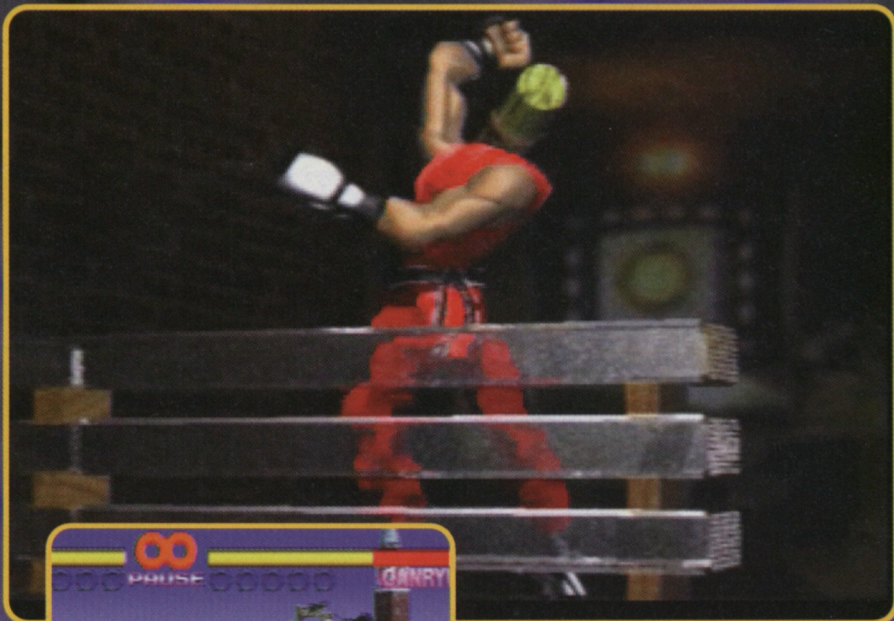
Punch, Sweep: Triangle, Down + Cross

Punch/High Kick: Triangle, Cross

10-STRING ATTACK

Square, Triangle, Cross, Triangle, Square, Triangle,

Square, Circle, Triangle, Square



Marshall Law

Law's speed and agility gives him an offensive edge which should be utilised. His left jab can both momentarily stun or prevent an opponent's attacking move and should be used immediately when the fight begins. The jab should be combined with a series of punches. If the opponent plays defensively, try to use a throw move such as the face smash. Once an opponent is knocked down follow up with a ground attack. When he begins to rise use the left leg flying kick which will either down or stun them. If the opponent is downed the unblockable attack may be risked, but, if only stunned, go back to using the throw.

LIST OF MOVES

THROWS

Death From Above: (Square + Cross)

Face Smash: (Triangle + Circle)

Knee Bash: Forwards, Forwards + (Cross + Circle)

MOVES

Flipkick: (crouch)Down, Up + Circle

High Kick/Lightening Flipkick: Circle, Up + Cross

Jump Kick: Forwards, Forwards, Forwards + Cross

Lightening Flipkick:

(crouch)Down, (tap)Up + Circle

Low Kick/Head Kick/Body Kick: Down + Cross,

(hold)Forwards + Cross, Cross

Low Kick/Triple High Kick:

Down + Cross, Cross, Cross, Cross

Power Flipkick:

(crouch)Down, Up + (Cross + Circle)

Punch/Backhand: Triangle, Triangle

Punch/Elbow/Backhand:

(hold)Forwards + Triangle, Triangle, Triangle

Punch/Punch/Elbow/Backhand: (hold)Forwards +

Square, Triangle, Triangle, Triangle

Triple Head Kick: Cross, Cross, Cross

Triple Roundhouse: Circle, Cross, Circle

10-STRING ATTACK

(Tap)DownForward + Square, Triangle, Triangle,

Square, Cross, Cross, Cross, Circle, Cross, Circle

UNBLOCKABLE ATTACK

Dashing Fist: DownBackward + (Square + Triangle)





tips

Tekken

Nina Williams

Nina is one of the hardest characters to master but has some of the most spectacular moves in the game and thus is well worth the effort. It's best to begin offensively immediately the fight begins with a punch combo followed by a left leg kick. This will floor the opponent which can be followed by a flip tumble. When the opponent begins to rise use the flying kick to either stun or once again knock them to the floor. If only stunned, use a throwing move such as the arm throw.

LIST OF MOVES

THROWS

Arm Throw: (Square + Cross)

Chin Bash: Down,

DownForward, Forward + (Square + Triangle)

Elbow Strike:

DownForward, DownForward + Square

Handstand Toss: Forwards + (Triangle + Cross)

Reverse Toss: (Triangle + Circle)

During Chin Bash

Leg Scissors Arm Snap:

Cross, Circle, Cross, (Square + Triangle)

Sidestep Arm Snap: Square, Cross, Triangle, Square

During Sidestep Arm Snap

Falling Arm Snap: Triangle, Square, Cross,

Circle, (Square + Triangle)

Double Arm Snap: Cross, Square,

Circle, (Square + Triangle), (Square + Triangle)

MOVES

Chi Release:

Forwards, Forwards + (Square + Triangle)

Double Punch/High Kick: Square, Triangle, Cross

Double Punch/Low Sweep:

Square, Triangle, Down + Cross

Double Punch/Roundhouse:

Square, Triangle, Circle

Five Punch Combo:

Square, Triangle, Square, Triangle, Square

Flip Tumble: Forwards, Forwards + Circle

Flying Kick: Forwards, Forwards, Forwards + Cross

Hop Kick/Low Sweep/High Kick:

UpForward + Circle, Cross, Circle

Kick/Punch/Kick:

Down Forward + Cross, Triangle, Cross

Kick/Punch/Roundhouse:

DownForward + Cross, Triangle, Circle

Kick/Spinning Chop/Double Punch:

DownForward + Cross, Square, Triangle, Triangle

Mid Kick/Punch/High Kick:

DownForward + Cross, Triangle, Cross

Mid Kick/Punch/Low Sweep:

DownForward + Square, Triangle, Down + Cross

Mid Kick/Punch/Punch:

DownForward + Cross, Triangle, Square

Mid Kick/Punch/Roundhouse:

DownForward + Cross, Triangle, Circle

Mid Kick/Punch: DownForward + Cross, Triangle

Mid Kick/Roundhouse:

DownForward + Cross, Circle

Mid kick/Spinning Chop:

DownForward + Cross, Square

Punch/High Kick: Triangle, Cross

Punch/Low Sweep: Triangle, Down + Cross

Punch/Roundhouse: Triangle, Circle

Triple Kick/Punch:

DownForward + Cross, Cross, Cross, Triangle

Triple Kick/Roundhouse:

DownForward + Cross, Cross, Cross, Circle

Triple Kick/Spinning Chop: DownForward + Cross,

Cross, Cross, Square

Triple Kick: DownForward + Cross, Cross, Cross

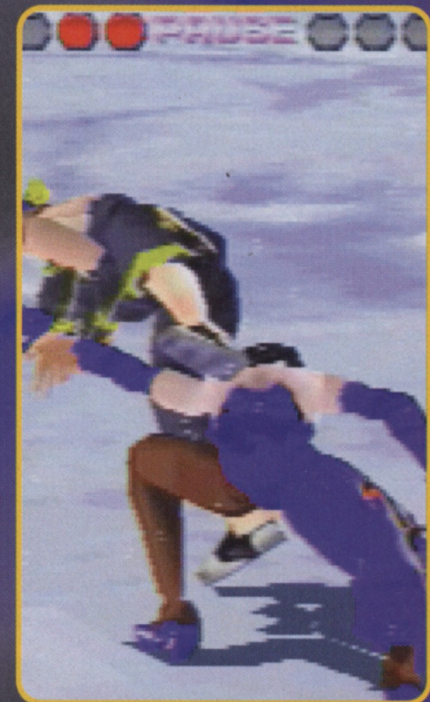
10-STRING ATTACK

Square, Triangle, Square, Triangle, Cross, Cross,

Triangle, Square, Triangle, Triangle

UNBLOCKABLE ATTACK

Crane Chop: DownBack, (Square + Triangle)



Jack

Jack's power combined with his long reach and combination punches makes him a deadly opponent but he has an achilles heel. He can be quite slow so it's necessary to be as defensive as possible. When an opponent makes an error it's best to try a throwing move such as the Lifter. This will slam the enemy into the floor and can then be followed up by a ground attack such as the Cannonball move.

LIST OF MOVES

THROWS

Backbreaker:

Down, DownBack, Backwards + Triangle

Blanket: (Square + Cross)

Lifter: (Triangle + Circle)

Piledriver : DownBack, Forwards + Square

MOVES

Cop a Squat: Down + (Cross + Circle)

Crouch Double Slap/Uppercut: (hold)Down + Square, Square, Square

Double Hammer:

DownForward + (Square + Triangle)

Double Slap/Hammer: Square, Square, Square

Double Slap: Square, Square

Double Uppercut:

(crouch)DownForward + Square, Triangle

Mega Crouch Combo: (crouch)Down + Square,

Square, Square, Triangle, Square, Triangle

Power Punch: Back, DownBack, Down,

DownForwards + Triangle

Punch/Elbow Rush: Triangle, Square

Reverse Hammer/Double Hammer: (crouch)Down,

Back + (Square + Triangle), (Square + Triangle)

Reverse Hammer:

(crouch) Down, Back + (Square + Triangle)

Sandwich Clap:

Forwards, Forwards + (Square + Triangle)

Sitting Punches: Square, Triangle, Square, Triangle

Triple Drill Punch/Power Punch: DownBack +

Square, Square, Square, (Back, DownBack, Down,

DownForward + Triangle)

Triple Drill Punch/Uppercut:

DownBack + Square, Square, Square, Triangle

Triple Drill Punch:

DownBack + Square, Square, Square

Triple Uppercut:

(crouch)DownForward + Square, Triangle, Square

Triple Windmill Punch:

(crouch)Down,Forwards + Square, Triangle, Square

10-STRING ATTACK

Down + Triangle, Square, Square, Square, Triangle,

Square, Triangle, Square, Square + Triangle, Square

+ Triangle

UNBLOCKABLE ATTACK

Wind up Punch: Back, DownBack, Down,

DownForward, rotate controller anticlockwise until

Jack reaches the count of five and then tap Square

Hard pounce

Cannonball: UpForward + (Cross + Circle)



King

King has both speed and power with a good variation of moves making him an awesome fighter. As soon as the fight begins, use the Bunch of Punches move followed by a throw. This will ground the opponent leaving them open to a ground attack such as the Elbow Drop. Remaining defensive for the rest of the round. Only attempting a throw when the opponent makes an error, should ensure a win.

LIST OF MOVES

■ THROWS

DDT:

(tap)DownBack, DownBack + (Square + Triangle)

Hopping Piledriver:

DownForward, Forward + (Square + Triangle)

Knee Bash: (Triangle + Cross)

Piledriver: Down, DownForward, Forward + Square

Scissor Flip: (tap) DownForward + (Cross + Circle)

Suplex: (Triangle + Circle)

Whirlwind Toss: Forwards, Back, DownBack, Down, DownForward, Forward + (Square + Triangle)

■ MOVES

Big Boot: Forward, Forward + Circle

Bunch of Punches:

Square, Triangle, Square, Square, Triangle

Crouching UpperCut: Down, Forward + Triangle

Double Punch/UpperCut: Square, Triangle, Square

Double Punch/UpperCut: Square, Triangle, Square

Drop Kick: Forward, Forward + (Cross + Circle)

Forward Dive:

Forward, Forward + (Square + Triangle)

Hammer Elbow: DownForward, Square

High UpperCut: Forward, Forward + Triangle

Jumping Hammer:

UpForward + (Square + Triangle)

Kidney Punch: (tap)DownForward, Triangle

Low UpperCut: Forward, Forward, Triangle

Spinning Drop Kick/Dive: Forward, Forward,

(hold)Forward + (Cross + Circle), (Square + Triangle)

Spinning Drop Kick:

Forward, Forward, Forward + (Cross + Circle)

Triple Slide Kick: (crouch)DownForward + Circle, Circle, Circle

■ 10-STRING ATTACK

Square, Triangle, Square, Square, Triangle, Circle,

Circle, Circle, Circle, Square, Cross

■ HARD POUNCE

Elbow Drop: UpForward or Up + (Triangle + Circle)

Knee Drop: UpForward + (Cross + Circle)



Yoshimitsu

Yoshimitsu's speed combined with his unique and bewildering spinning attacks, make him an unpredictable opponent. It's best to try and knock the opponent into facing in the other direction which is done by using the Twist Hit. This should be followed by a left kick which will knock him to the floor. A ground attack should follow by pressing up and Triangle button.

LIST OF MOVES

■ THROWS

Flying 69 Slam: (Triangle + Cross)

Trip Smash: (Triangle + Circle)

■ MOVES

Forward Cartwheel/Diving Corkscrew:

Forward, (hold)Forward + (Cross + Circle), (Square + Triangle)

Forward Cartwheel:

Forward, Forward + (Cross + Circle)

Kick/Double Roundhouse: Circle, Circle, Circle

Knee Rush: Forwards, Forwards + Circle

Roundhouse/Mid Kick: Cross, Circle

Tornado Spin: Back + Square

Tornado Sweep: (hold)DownBack + Cross

Twist Hit: Forwards + Triangle

■ 10-STRING ATTACK

Square, Triangle, Square,

Circle, Circle, Circle, Circle, Square, Square, Square

■ UNBLOCKABLE ATTACK

Sword Slash: DownBack + Square

Sword Skewer: Back, Back + Square

■ HARD POUNCE

Hopback stomp: UpForward + (Cross + Cross)





tips

Tekken

Kuma

Kuma belongs in the same group as Ganryu and Jack but his physical attributes allow some variation. His long arms, when used for jabbing, can allow some distance to be kept from the opponent. A defensive approach is necessary and when an opening appears, a throw move should be attempted. When the opponent is on the floor, a ground attack should follow.

LIST OF MOVES

■ THROWS

Bear Hug: (Triangle + Circle)

Blanket: (Square + Cross)

Headbutt: Forward + (Triangle + Circle)

■ MOVES

Cop a Squat: Down + (Cross + Circle)

Double Hammer:

DownForward + (Square + Triangle)

Double Slap/Hammer: Square, Square, Square

Double Uppercut:

(hold)DownForward + Square, Triangle

Low Double Slap/Hammer:

(hold)Down + Square, Square, Square

Mega Crouch Combo: (crouch) + Square, Square,

Square, Triangle, Square, Triangle

Power Punch:

Back, DownBack, Down, DownForward + Triangle

Punch/Elbow Rush: Triangle, Square

Reverse Hammer/Double Hammer: (crouch)Down,

Back + (Square + Triangle), (Square + Triangle)

Reverse Hammer:

(crouch)Down, Back + (Square + Triangle)

Sandwich Clap:

Forward, Forward + (Square + Triangle)

Sitting Punches: Square, Triangle, Square, Triangle

Triple Uppercut:

(hold)DownForward + Square, Circle, Square

Triple Windmill Punch:

(crouch)Down, Forward + Square, Triangle, Square

■ HARD POUNCE

Cannonball: UpForward + (Cross + Circle)

■ 10-STRING ATTACK

Down + Triangle, Square, Square, Square, Triangle,

Square, Triangle, Square, Square + Triangle, Square

+ Triangle



Lee Chow Lang

Lee's moves are a derivative of Law's and thus his techniques apply. Lee's fast punches give the opportunity to immediately use a combo of punches as soon as the fight begins. If the opponent plays defensively try to use a throw move. Once he's upon the floor a ground attack should be made. When the enemy begins to rise, use the flying kick but ensure the kick is activated directly in front of the opponent. An offshoot of the Axe Kick can be activated as follows – When crouching press Down, DownBack, Backwards, Cross. This will activate the kick but whilst his leg is in the air, pressing Down combined with Cross pressed repeatedly, will continue the kicking. The kicking can be varied by pressing Up, Forwards or Down.

LIST OF MOVES

THROWS

Face Smash: (Triangle + Circle)

Knee Bash:

Forward, (hold)Forward + (Cross + Circle)

Neck Takedown: (Square + Cross)

Moves

Axe Kick: Forward, Forward + Cross

Backflip: Back, Back, Back

Double Axe Kick: (crouch)Down, Cross, Cross

Double Jump Kick/Roundhouse:

Forward, Forward, Cross, Circle, Circle

Double Jump Kick/Sweep: Forward,

Forward, Cross, (hold)Down + Circle, Circle

Double Kick/Roundhouse/High Kick:

Down + Circle, Circle, Cross, Circle

Double Kick/Roundhouse:

Down + Circle, Circle, Cross

Double Punch/Double Backhand: (hold)Forward +

Square, Triangle, Triangle, Triangle

Double Punch/Elbow/Backhand: (hold)Forward +

Square, Triangle, Triangle, Triangle

Double Punch/Elbow:

(hold)Forward + Square, Triangle, Triangle

Double Punch: Square, Triangle

Flipkick: (crouch)Down, Up + Circle

High Kick/Lightening Flipkick: Circle, Up + Cross

High Kick/Roundhouse/High Kick:

Circle, Cross, Circle

High Kick/Roundhouse: Circle, Cross

Jump Kick: Forward, Forward, Forward + Cross

Lightning Flip: (crouch)Down, (tap)Up

Lightning Flipkick: (Crouch)Down, (tap)Up + Circle

Low Kick/Head Kick/Body Kick:

Down + Cross, (hold)Forward + Cross, Cross

Low Kick/Triple High Kick:

Down + Cross, Cross, Cross, Cross

Low/High Kick: Down + Circle, Circle

Power Flipkick :

(crouch)Down, Up + (Cross + Circle)

Punch/Backhand: Triangle, Triangle

Spinning Slide: Forward, Forward, (Cross + Circle)

Triple Head Kick: Cross, Cross, Cross

Triple Low Mid Kick:

Down + Circle, Circle, Circle, Circle

Uppercut/Punch/Backhand: DownForward +

Square, Triangle, Triangle

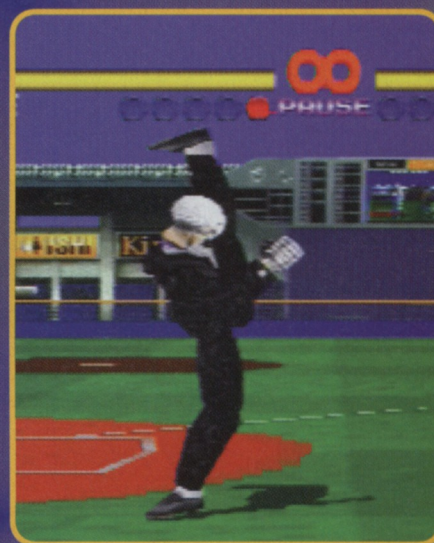
UNBLOCKABLE ATTACK

Dashing Fist: DownBack + (Square + Triangle)

10-STRING ATTACK

(tap)DownForward + Square, Triangle, Triangle,

Square, Cross, Cross, Cross, Circle, Cross, Circle





tips

Tekken

Michelle

Chan



Michelle has the ability to twist behind her opponent which gives her an ideal opportunity to cause some harm. To twist behind the enemy, use the right punch whilst moving backwards. When she twists press left punch three times. This should uppercut the opponent to the floor. Follow this with a ground attack and then a flying kick. Keeping the enemy on the floor reduces their chance to retaliate.

LIST OF MOVES

THROWS

Bridge Slammer: (Square + Cross)

Hook Slammer: (Triangle + Circle)

Reverse Checklift:

Triangle, Back + (Square + Triangle)

Sky Uppercut: DownForward + Triangle, Square

MOVES

Double-Fisted Body Blow:

Forward, Forward + (Square + Triangle)

Five Punch Attack:

Triangle, Square, Square, Square, Triangle

High Kick/Sweep Kick/Low Kick:

Forward + Circle, Down + Circle, (hold Down) Circle

High Kick/Sweep Kick/High Kick:

Forward + Circle, Down + Circle, Circle

High Kick/Sweep Kick/Uppercut:

Forward + Circle, Down + Circle, Square

Power Vertical Kick: (crouch)Down, Circle

Roundhouse: (crouch)Down, Cross

Sleep Sweep/Flying Kick:

(crouch)DownForward, Circle, Cross

Sleep Sweep: (crouch)DownForward, Circle

Sweep Kick/Low Kick: (hold)Down + Circle, Circle

Sweep Kick/High Kick: Down + Circle, Circle

Sweep Kick/Uppercut: Down + Circle, Square

Sweep Kick: Down + Cross or Down + Circle

Uppercut/Hammer/Uppercut:

(crouch)Down, Triangle, Square, Square

Uppercut: (crouch)Down, Triangle

Vertical Kick: DownForward + Cross

10-STRING ATTACK

Triangle, Square, Square, Triangle, Cross, Cross,

Cross, Circle, Circle, Square

UNBLOCKABLE ATTACK

Running Uppercut: Back, Back, Back(hold until left leg rises), (tap)Square

HARD POUNCE

Hopback Stomp: UpForward + (Cross + Circle)





Wang Jin Lei



Wang's fighting style is similar to Michelle's and as such, her technique applies. Trying to twist behind the opponent will give a fighting advantage and this is done by using Right punch combined with moving backwards. Once behind, pressing Left punch three times will uppercut the opponent to the ground. This should be followed by an uppercut which in turn should be followed by a flying kick.

LIST OF MOVES

THROWS

Backlash: (Triangle + Circle)
Reverse Check: Triangle, Back, (Square + Triangle)
Sky Uppercut: DownForward + Triangle, Square
Spin Toss: (Square + Cross)

MOVES

Blower Smash:
DownForward + (Square + Triangle)
Chi Release:
Forward, Forward + (Square + Triangle)
Five Punch Attack:
Triangle, Square, Square, Square, Triangle
Hammer: DownForward + Square
High Kick/Sweep Kick/High Kick:
Forward + Circle, Down + Circle, Circle
High Kick/Sweep Kick/Low Kick:
Forward + Circle, (hold)Down + Circle, Circle
High Kick/Sweep Kick/Uppercut:
Forward + Circle, Down + Circle, Square
Jumping Foot Dive:
Forward, Forward, Forward, Cross
Palm Rush: Forward + Triangle
Punch/Hammer/Uppercut:
Triangle, Square, Square
Punch/Hammer: Triangle, Square
Sleep Sweep/Flying Kick:
(crouch)DownForward, Circle, Cross
Sleep Sweep: (crouch)DownForward, Circle
Strong Uppercut: (crouch)Down, Triangle
Sweep Kick/High Kick: Down + Circle, Circle
Sweep Kick/Low Kick:
Down + Circle, (hold Down)Circle
Sweep Kick/Uppercut: Down + Circle, Square
Sweeping Kick: Down + Circle
Uppercut/Hammer/Uppercut:
(crouch)Down, Triangle, Square, Square
Vertical Kick: (tap)DownForward, Cross

10-STRING ATTACK

Triangle, Square, Square, Triangle, Cross, Cross, Cross, Cross, Circle, Circle, Square

HARD POUNCE

Hopback Stomp: UpForward + (Cross + Circle)





tips

Tekken

Anna Williams

Anna is the sister of Nina and their techniques are very similar. As soon as the round begins, a punch combo followed by a left leg kick should put the opponent on the floor. This should be followed by a ground attack and then a flying kick when the enemy begins to rise. If the opponent is only stunned from the flying kick a throw can be done which will put the opponent back on the floor.

LIST OF MOVES

THROWS

Arm Throw: (Square + Cross)

Chin Bash: Down, DownForward,

Forward + (Square + Triangle)

Elbow Strike:

DownForward, DownForward + Square

Handstand Toss: Forward + (Square + Cross)

Reverse Toss: (Triangle + Circle)

DURING CHIN BASH

Leg Scissors Arm Snap:

Cross, Circle, Cross, (Square + Triangle)

Side Step Arm Snap:

Square, Cross, Triangle, Square

DURING SIDESTEP ARM SNAP

Falling Arm Snap:

Triangle, Square, Cross, Circle, (Square + Triangle)

Double Arm Snap: Cross, Square, Circle, (Square +

Triangle), (Square + Triangle)

MOVES

Chi Release:

Forward, Forward + (Square + Triangle)

Double Punch/High Kick: Square, Triangle, Cross

Double Punch/Roundhouse:

Square, Triangle, Circle

Five Punch Combo:

Square, Triangle, Square, Triangle, Square

Flip Tumble: Forward, Forward + Circle

Flipkick: (crouch)Down, Up, Circle

Flying Kick: Forward, Forward, Forward + Cross

Hand Sweep: (crouch)DownForward + Triangle

Hop Kick/Low Sweep/Kick:

UpForward + Circle, Cross, Circle

Kick/Punch/Kick:

DownForward + Cross, Triangle, Cross

Kick/Punch/Roundhouse:

DownForward + Cross, Triangle, Circle

Kick/Spinning Chop/Double Punch: DownForward

+ Cross, Square, Triangle, Triangle

Knife Strike: (crouch)Down, Forward + Square

Lightening Flipkick:

(crouch)Down, (tap)Up + Circle

Mid Kick/Punch/High Kick:

DownForward + Cross, Triangle, Cross

Mid Kick/Punch/Low Sweep: DownForward +

Cross, Triangle, Down + Cross

Mid Kick/Punch/Punch:

DownForward + Cross, Triangle, Square

Mid Kick/Punch/Roundhouse: DownForward +

Cross, Triangle, Circle

Mid Kick/Punch: DownForward + Cross, Triangle

Mid Kick/Roundhouse:



DownForward + Cross, Circle

Mid Kick/Spinning Chop:

DownForward + Cross, Square

Punch/Roundhouse: Triangle, Circle

Side Knife Strike:

(crouch)Down, Forward + Triangle

Triple Kick/Punch:

DownForward + Cross, Cross, Cross, Triangle

Triple Kick/Roundhouse:

DownForward + Cross, Cross, Cross, Circle

Triple Kick/Spinning Chop:

DownForward + Cross, Cross, Cross, Square

Triple Kick: DownForward + Cross, Cross, Cross

Triple Slap: Back + Square, Square, Square

10-STRING ATTACK

Square, Triangle, Square, Triangle, Cross, Cross,

Triangle, Square, Triangle, Triangle

UNBLOCKABLE ATTACK

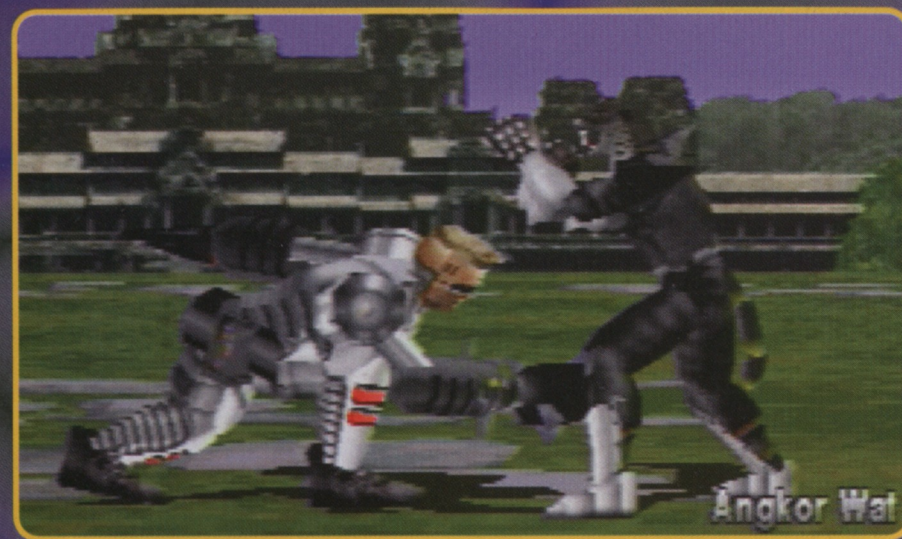
Crane Chop: DownBack (Square + Triangle)



Power Jack



Power Jack and Armour King battle it out for the right to wear the loudest, shiniest shin pads in beat-'em-up history. Just cos they pretend to be tough doesn't mean to say they're not a pair of nonces when it comes to fashion and the sad victims there of!



Power Jack is a version of Jack and so their techniques are very similar. Initially playing defensively and waiting for an opening to use a throw move is the best way to floor the opponent. Once the enemy is down, a ground attack should follow, or, an unblockable attack can be used.

LIST OF MOVES

■ THROWS

Blanket: (Square + Cross)

One Arm Lifter: (Triangle + Circle)

■ MOVES

Cop a Squat: Down + (Cross + Circle)

Double Hammer:

DownForward + (Square + Triangle)

Double Slap/Hammer: Square, Square, Square

Double Slap: Square, Square

Double Uppercut:

(hold)ForwardDown + Square, Triangle

Lightening Hammer/Power Punch: Down + Square, Forward + Triangle

Lightening Hammer/Power Punch:

Down + Square, Forward + Triangle

Lightening Hammer: Down + Square

Low Double Slap/Uppercut:

Down + Square, Square, Square

Mega Crouch Combo: (crouch) + Square, Square, Square, Triangle, Square, Triangle

Punch/Elbow Rush: Triangle, Square

Reverse Hammer:

(crouch)Down, Back + (Square + Triangle)

reverse Hammer/Double Hammer: (crouch)Down, Back + (Square + Triangle), (Square + Triangle)

Sandwich Clap:

Forward, Forward + (Square + Triangle)

Sitting Punches: Square, Triangle, Square, Triangle

Triple Drill Punch/Power Punch: DownBack + Square, Square, Square, (Back, DownBack, Down, DownForward + Triangle)

Triple Drill Punch/Uppercut: DownBack + Square, Square, Square, Triangle

Triple Drill Punch:

DownBack + Square, Square, Square

Triple Uppercut:

(hold)ForwardDown + Square, Circle, Square

Triple Windmill Punch: (crouch)Down, Forward + Square, Triangle, Square

Winding Uppercut: Back, DownBack, Down, DownForward + Triangle

■ 10-STRING ATTACK

Down + Triangle, Square, Square, Square, Triangle, Square, Triangle, Square, Square + Triangle, Square + Triangle

■ UNBLOCKABLE ATTACK

Wind Up Punch: Back, DownBack, Down, DownForward, rotate controller anticlockwise until PJack reaches the count of five and then tap Square

■ HARD POUNCE

Low Cannonball: UpForward, (Cross + Circle)



tips

Tekken

Armor King



Armor King is a version of King with just a few extra moves and so their techniques are near identical. With Armour King's fast punches, it's best to begin with the Bunch of Punches followed by a throw. This will ground the opponent leaving them open to a ground attack such as the Elbow Drop. Remaining defensive for the rest of the round, only attempting a throw when the opponent makes an error, should ensure a win.

LIST OF MOVES

THROWS

Aerial Piledriver(when Suplex if performed):
Down, Down, Down + (Square + Triangle)

DDT:

(tap)DownBack, DownBack + (Square + Triangle)

Hopping Piledriver:

DownBack, Forward + (Square + Triangle)

Knee Bash: (Square + Cross)

Piledriver: Down, DownForward, Forward + Square

Scissor Flip: (tap)DownForward + (Cross + Circle)

Suplex: (Triangle + Circle)

Whirlwind Toss: Forwards, Back, DownBack, Down, DownForward, Forward + (Square + Triangle)

MOVES

Big Boot: Forward, Forward + Circle

Bunch of Punches: Square, Triangle, Square, Square, Triangle

Crouching Uppercut: Down, Forward + Triangle

Double Punch/Uppercut: Square, Triangle, Square

Dragon Punch:

Forward, Down, DownForward + Square

Drop Kick: Forward, Forward + (Cross + Circle)

Forward Dive:

Forward, Forward + (Square + Triangle)

Hammer Elbow: DownForward, Square

High Uppercut: Forward, Forward + Triangle

Jumping Hammer:

UpForward + (Square + Triangle)

Kidney Punch: DownForward, Triangle

Low Uppercut: Forward, Forward, Triangle

Power Uppercut:

Forward, Down, DownForward + Triangle

Side Body Blow: (tap)DownForward, Triangle

Spinning Drop Kick/Dive: Forward, Forward, (hold)Forward +

(Cross + Circle), (Square + Triangle)

Spinning Drop Kick:

Forward, Forward, Forward (Cross + Circle)

Triple Slide Kick:

(crouch)DownForward + Circle, Circle, Circle

10-STRING ATTACK

Square, Triangle, Square, Square, Triangle, Circle, Circle, Circle, Square, Cross

HARD POUNCE

Elbow Drop: Up + (Triangle + Circle)

Knee Drop: UpForward + (Cross + Circle)



Ganryu

Ganryu the sumo wrestler surprisingly has similar play mechanics to Jack and as such, his techniques can be utilised. Playing defensively, waiting for an opening to use a throw move will enable you to floor your opponent. Once on the ground, it's best to attack with a ground attack using either the Cannonball or the Sumo Foot Stomp. It's best then to repeat the technique, beginning with the wait for a throw.

LIST OF MOVES

■ THROWS

Crescent Throw: (Square + Cross)

Reverse Toss: back + (Triangle + Circle)

Shoulder Throw: (Triangle + Circle)

■ MOVES

Crouch Double Slap/Uppercut: (hold)Down + Square, Square, Square

Double Chop/Hammer: Square, Square, Square

Double Chop: Square, Square

Double Hammer:

DownForward + (Square + Triangle)

Double Palm Rush: Down + Triangle, Triangle

Double Slap:

(hold)ForwardDown + Square, Triangle

Hundred Hand Slap: Forward + Square, Triangle,

Square, Triangle, Square, Triangle, Square, Triangle

Mega Crouch Combo: (crouch)Down + Square,

Square, Square, Triangle, Square, Triangle

Power Punch: Back, DownBack, Down,

DownForward + Triangle

Punch/Elbow Rush: Triangle, Square

Reverse Hammer/Double Hammer: (crouch)Down,

Back + (Square + Triangle), (Square + Triangle)

Reverse Hammer:

(crouch)Down, Back + (Square + Triangle)

Rising Palm: DownForward + Triangle

Sandwich Clap:

Forward, Forward + (Square + Triangle)

Sumo Foot Stomp: Down + Circle

Sumo Palm Rush: Down + Triangle

Triple Slap:

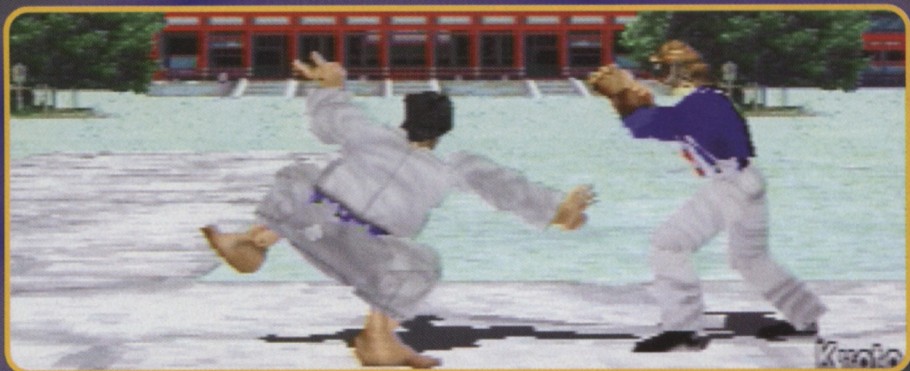
(hold)ForwardDown + Square, Triangle, Square

Triple Windmill Punch: (crouch)Down, Forward +

Square, Triangle, Square

■ HARD POUNCE

Low Cannonball: UpForward, (Cross + Circle)



Kunimitsu is a derivative of Yoshimitsu and their techniques are quite similar. It is best to try and knock the opponent into facing in the other direction which is done by using the Twist Hit. This should be followed by a left kick which will knock the opponent to the floor. A ground attack should follow by pressing up and Triangle button.

LIST OF MOVES

- THROWS
 - Flying 69 Slam: (Square + Cross)
 - Trip Smash: (Triangle + Circle)
- MOVES
 - Forward Cartwheel/Diving Corkscrew: Forward, (hold)Forward + (Cross + Circle), (Square + Triangle)
 - Forward Cartwheel: Forward, Forward + (Cross + Circle)
 - Kick/Double Roundhouse: Circle, Circle, Circle
 - Knee Rush: Forwards, Forwards + Circle
 - Roundhouse/Mid Kick: Cross, Circle
 - Tornado Spin: Back + Square
 - Tornado Sweep: (hold)DownBack + Cross
 - Twist Hit: Forwards + Triangle
- 7-STRING ATTACK
 - Square, Triangle, Square, Circle, Circle, Circle, Square
- HARD POUNCE
 - Hopback Stomp: UpForward + (Cross + Circle)

Kunimitsu



Yoshimitsu's speed combined with his unique and bewildering spinning attacks, make him an unpredictable opponent. It is best to try and knock the opponent into facing in the other direction which is done by using the Twist Hit. This should be followed by a left kick which will knock the opponent to the floor. A ground attack should follow by pressing up and Triangle button.

Michelle

Michelle has the ability to twist behind her opponent which gives her an ideal opportunity to cause some harm. To twist behind the enemy, use the right punch whilst moving backwards. When she twists behind the opponent press left punch three times. This should uppercut the opponent to the floor. Follow this with a ground attack and then a flying kick. Keeping the enemy knocked to the ground reduces their chance to retaliate.

Ganryu

Ganryu the sumo wrestler surprisingly has similar play mechanics to Jack and as such, his techniques can be utilised. Playing defensive; waiting for an opening to use a throw move will enable you to floor your opponent. Once on the ground, it is best to attack the opponent with a ground attack using either the Cannonball, or the Sumo Foot Stomp. It is best then to repeat the technique, beginning with the wait for a throw.

Lee

Lee's moves are a derivative of Law's and thus his techniques apply. Lee's fast punches give the opportunity to immediately use a combo of punches as soon as the fight begins. If the opponent plays defensive try to use a throw move. Once the opponent is upon the floor, a ground attack should be made. When the enemy begins to rise, use the flying kick but ensure the kick is activated directly in front of the opponent. An offshoot of the Axe Kick can be activated as follows - When crouching press Down, DownBack, Backwards, Cross. This will activate the kick but whilst his leg is in the air, pressing Down combined with Cross pressed repeatedly, will continue the kicking. The kicking can be varied by pressing Up, Forwards or Down.

Kuma

Kuma belongs in the same group as Ganryu and Jack, but, his physical attributes allow some variation. His long arms, when used for jabbing, can allow some distance kept from the opponent. A defensive approach is necessary and when an opening appears, a throw move should be attempted. When the opponent is on the floor, a ground attack should follow.

Wang

Individual Tactics

Kazuya

Kazuya has several moves which can provide an advantage during the early stages of the fight. Whilst remaining defensive, try to trip your opponent using one of the variations of the sweep move. Quickly follow this with a ground attack and then a flying kick when the opponent begins to get up. The kick will either knock the opponent back onto the ground or will stun them. Either way the advantage is still yours. When an opponent is stunned there is an opportunity for a combination of punches, a throw, or perhaps a more glamorous move.

Law

Law's speed and agility gives him an offensive edge which should be utilised. His left jab can both momentarily stun or prevent an opponent's attacking move and should be used immediately when the fight begins. The jab should be combined with a series of punches. If the opponent plays defensive, try to use a throw move such as the face smash. Once an opponent is

knocked down follow up with a ground attack. When the opponent begins to rise use the left leg flying kick which will either down or stun them. If the opponent is downed the unblockable attack may be risked, but, if only stunned, go back to using the throw.

Paul

Paul has some powerful moves and combinations at his command, but they require perfect timing to be effective. Therefore it is wise to play relatively defensive and wait for the opponent to make a mistake. The delay after an opponents attack is the ideal time to use a combination move such as the Foot Sweep/Elbow Rush. If the opponent is knocked to the ground, follow up with a ground attack, but, if only stunned use a throwing move.

Nina

Nina is one of the hardest characters to master but has some of the most spectacular moves in the game and thus is well worth attempting to use. It is best to begin offensively immediately the fight begins with a punch combo followed by a left leg kick. This will floor the opponent which can be followed by a flip tumble. When the opponent

begins to rise use the flying kick to either stun or once again knock them to the floor. If only stunned, use a throwing move such as the arm throw.

Jack

Jack's power combined with his long reach and combination punches makes him a deadly opponent, but, he has an achilles heel. Jack can be quite slow so it is necessary to be as defensive as possible. When an opponent makes an error it is best to try a throwing move such as the Lifter. This will slam the enemy into the floor where it can be followed up by a ground attack such as the Cannonball move.

King

King has both speed and power with a good variation of moves making him an awesome fighter. As soon as the fight begins, use the Bunch of Punches move followed by a throw. This will ground the opponent leaving them open to a ground attack such as the Elbow Drop. Remaining defensive for the rest of the round, only attempting a throw when the opponent makes an error, should ensure a win.

Yoshimitsu

Heihachi

Heihachi's fighting style is very similar to Kazuya's and their techniques are much the same. Whilst remaining defensive, try to trip your opponent using one of the variations of the sweep move. Quickly follow this with a ground attack and then a flying kick when the opponent begins to get up. The kick will either knock the opponent back onto the ground or will stun them. Either way the advantage is still yours. When an opponent is stunned there is an opportunity for a combination of punches, a throw, or perhaps a more glamorous move.

LIST OF MOVES

THROWS

Headbutt: Forward, Forward + (Square + Triangle)

Noogie Cracker: (Square + Cross)

Piledriver: (Triangle + Circle)

MOVES

Axe Kick: Forward, Forward + Cross

Back Sidestep Jog: Back, Back, Back

Double Axe Kick: (crouch)Down, Circle, Circle

Double Jab/Power Punch: Square, Square, Triangle

Double Jab: Square, Square

Double Punch/Spinning Backhand: Square, Triangle, Triangle

Double Punch: Square, Triangle

Double Walking Uppercut:

DownForward + Square, Triangle

Dragon Punch:

Forward, Down, DownForward + Square

Hammer/Power Punch:

(tap)Down + Square, Forward + Triangle

Hammer: (tap)Down + Square

High Uppercut: DownForward + Triangle or Square

Jump Kick: Forward, Forward, Forward + Cross

Jumping Spin Kick/Foot Sweep:

(tap)UpForward, Circle, Circle



Power Low Kick:

Forward, Down, (hold)DownForward + Cross

Power Mid Kick:

Forward, Down, DownForward + Cross

Power Punch:

Down, DownForward, Forward + Triangle

Power Uppercut: Forward, Down, DownForward + Triangle

Punch/Spinning Backhand: Triangle, Triangle

Somersault: Down, UpForward + (Cross + Circle)

Super Uppercut: Forward, Forward + Triangle

Sweep/Roundhouse: Down + Cross, Cross

Triple Sweep/Axe Kick: Forward, Down,

(hold)DownForward + Circle, Circle, Circle, (release DownForward)Circle

Triple Sweep: Forward, Down, (hold)DownForward + Circle, Circle, Circle

10-STRING ATTACK

Forward, (hold)Forward + Triangle, Square, Triangle, Triangle, Cross, Circle, Circle, Square, Triangle, Square

HARD POUNCE

Hopback Punch: UpForward + (Triangle + Circle)

Wang's fighting style is similar to Michelle's and as such, her technique applies. Trying to twist behind the opponent will give a fighting advantage and this is done by using Right punch combined with moving backwards. Once behind, pressing Left punch three times will uppercut the opponent to the ground. This should be followed by an uppercut which in turn should be followed by a flying kick.

Anna

Anna is the sister of Nina and their techniques are very similar. As soon as the round begins, a punch combo followed by a left leg kick should put the opponent on the floor. This should be followed by a ground attack and then a flying kick when the enemy begins to rise. If the opponent is only stunned from the flying kick a throw can be done which will put the opponent back on the floor.

Power Jack

Power Jack is a version of Jack and so

their techniques are very similar. Initially playing defensive and waiting for an opening to use a throw move is the best way to floor the opponent. Once the enemy is down, a ground attack should follow, or, an unblockable attack can be used.

Armor King

Armor King is a version of King with just a few extra moves and so their techniques are near identical. With Armour Kings fast punches, it is best to begin with the Bunch of Punches followed with a throw. This will ground the opponent leaving them open to a ground attack such as the Elbow Drop. Remaining defensive for the rest of the round, only attempting a throw when the opponent makes an error, should ensure a win.

Kunimitsu

Kunimitsu is a derivative of Yoshimitsu and their techniques are quite similar. It is best to try and knock the opponent into facing in the other direction which is done by using the Twist Hit,

This should be followed by a left kick which will knock the opponent to the floor. A ground attack should follow by pressing up and Triangle button.

Heihachi

Heihachi's fighting style is very similar to Kazuya's and their techniques are much the same. Whilst remaining defensive, try to trip your opponent using one of the variations of the sweep move. Quickly follow this with a ground attack and then a flying kick when the opponent begins to get up. The kick will either knock the opponent back onto the ground or will stun them. Either way the advantage is still yours. When an opponent is stunned there is an opportunity for a combination of punches, a throw, or perhaps a more glamorous move.

Galaga Cheat

Galaga presents eight rounds, each with 40 enemy ships to destroy

before you move to the next stage. This proves to be quite a challenge, but, if the first round is completed in under 18.5 seconds, you will be rewarded with dual ships which eases the pressure. To gain this time, the enemy ships must be destroyed as soon as they appear on the screen. When all eight stages have been completed using only one continue, an extra character, known as Devil Kazuya, can be selected by pressing start when selecting Kazuya.

Dual ships can also be accessed by pressing Up, L1, Triangle and Cross together on pad 2 when the Playstation is turned on. They should be kept pressed until the dual ships appear.





tips

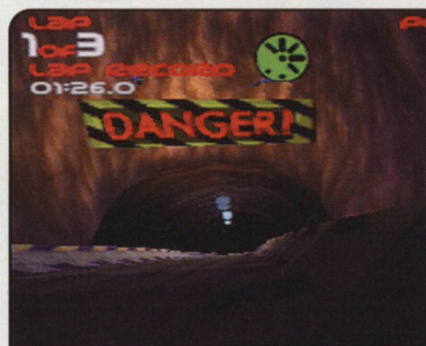
Wipeout

Caption



Wipeout

The worlds fastest, coolest and most thrilling racing game of all time goes under the Total Playstation scalpel, as we investigate how to get the most out of this tricky title.



Left or right? Well, which way's the pub?

The crowd are on their feet as another record lap is notched. Not by me unfortunately.



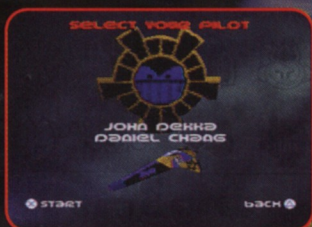
The secret's in controlling the skids – and I'm not just talking about the ones in your pants!

The Players



Chang

Age: 29
Sex: Male
Height: 5' 9"
Weight: 95 Kg



Dekka

Age: 38
Sex: Male
Height: 6' 0"
Weight: 90 Kg



Tetsuo

Age: 22
Sex: Female
Height: 5' 3"
Weight: 40 Kg



Cherovski

Age: Unknown
Sex: Female
Height: Unknown
Weight: Unknown

SELECT RACING CLASS



VENDORN CLASS
RAPIER CLASS

select



Smart. A nice empty track ahead. Time for a spot of fancy driving to impress the girls. They love it they do!



Not even through the first lap and already we're back in eighth. Why did we let Jon do the tips?



The woodland scene is shattered as the high pitched wail of anti-grav engines rises to a crescendo. This somehow inspires the sun into a dodgy impersonation of a biologically aware damson.



Yikes – bad osmosis trip! It looks like the whole ships been swallowed up by a giant cyber-amoeba.



Psygnosis can never resist a plug can they?



Aargh the lights are showing all colours at once. Should I stay or should I go. If I stay there will be trouble, if I go it will be double. er... etc.



Solaar

Age: 40
Sex: Male
Height: 6' 4"
Weight: 120 Kg



Tetsuo

Age: 22
Sex: Female
Height: 5' 3"
Weight: 43 Kg



Jackson

Age: 36
Sex: Male
Height: 5' 9"
Weight: 93 Kg



De La Rente

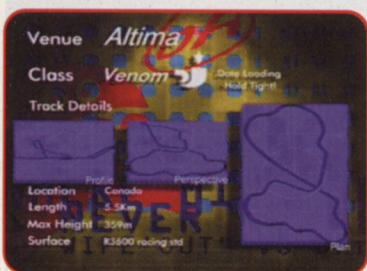
Age: 22
Sex: Male
Height: 5' 10"
Weight: 45 Kg



tips

Wipeout

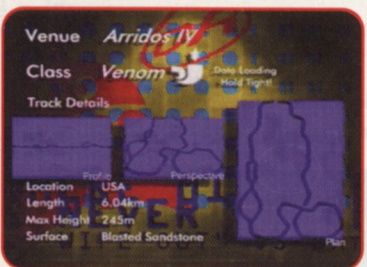
The Tracks



Altima

Location: Canada
Length: 5.5 KM

The Altima is a standard figure of eight race track. It's fairly long, but the corners are nice and gentle, hence a good course to practice on. Good for beginners. The nice long straights make it ideal for the Qirex and Auricom vehicles.



Arridos IV

Location: USA
Length: 6.04

This twisting, turning track can be a bit of a nightmare, but with a little bit of practice it shouldn't prove too much of a hassle. Remember, all will come to he who perseveres.

When it comes down to the most suitable vehicle, there's some tight corners which make the Feisar and AG Systems machines practical, but there's some fast straights too.

Firestar

Location: Mars
Length: 6.3 KM

After travelling the length and breadth of Earth, the final challenge awaits on Mars. This barren, featureless planet is home to the Firestar race track. With it's tight,

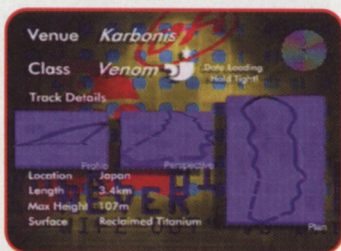


twisting corners and wicked chicanes this is the toughest track of them all. The Qirex will be no good to you here, you want a Feisar. With its superb handling you'll stand a much better chance of getting around the track in one piece.

Karbonis

Location: Japan
Length: 3.4 Km

The Japanese like things small and this track is no exception. By far the smallest of the seven, a fast vehicle is essential if you want to get anywhere. With the nice straights, it's quite easy to pick up speed, but watch out for the tricky chicanes. There's also a couple of hair-pin bends which require heavy breaking. Coming to the start of the track, there's



three consecutive jumps, don't use a speed boost anywhere near here as it can have disastrous consequences.



Korodera

Location: Russia
Length: 5.4 KM

This really bendy Russian track is strangely not suited to the Russian Qirex vehicle at all. What you need here is something with good acceleration and good handling, like the Feisar. Watch out for the hair-pin bends, they come up on you quickly, so be prepared.



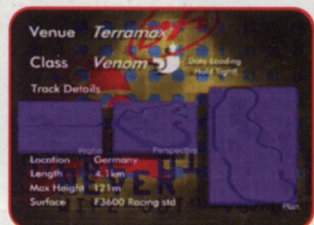
SilverStream

Location: Greenland
Length: 6.4 KM

Other than Firestar, Silverstream is the hardest track of the lot. Mixing, bends, jumps and confusing split sections it is the novice's worst nightmare. Even more experienced Formula 3600 drivers will find this one tough. A car with good handling is important for sure. Top speed is not so essential. When you come to the part of the track that splits in two, take the right hand section. Whilst the bends are tighter,

when the track rejoins, you'll be going a lot faster because of the longer straight leading in.

Terramax



Location: Germany
Length: 4.1 KM

The German track can be deceptive. It looks straight and fast, but the track is narrow and the tight chicanes can slow you up a great deal. There's advantages and disadvantages for each vehicle on this one, but taking into consideration its narrowness, the bulky Auricom just nicks it. Watch out for the huge jump towards the end, if you don't have enough speed, the waiting drone will get you.

Cheats and General Tips

Rapier Class

On the game select screen, highlight the one player option. Hold down L2, R2, Left on the D-pad, Start and Select (you need to have nimble fingers, or three hands!) keep holding them and then press the cross button. This'll take you to the class screen

Hidden Track

To access the Firestar track, highlight the one player option again on the start up screen. Hold down L1, R1, Right, Start, Circle and Square (and you thought the previous one was bad!) and then

The Teams

AG Systems

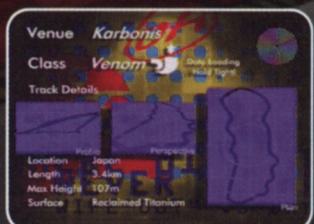
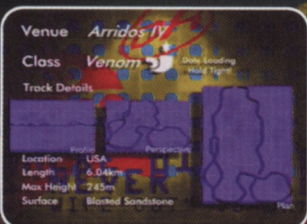
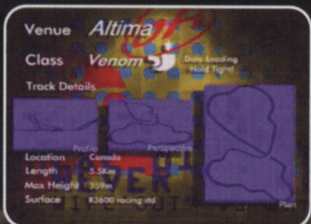
The lightweight AG craft is renowned for its acceleration, but is let down by its top speed and turning. However, beginners won't find a better vehicle.

Acceleration: Good
Top Speed: poor
Bulk: Poor
Cornering: Average

Auricom

This bulky beast is one of the heaviest vehicles on the Wipeout circuit. This can be an asset when trying to barge, or block opponents, but it's let down by some poor handling and only an average top speed.

Acceleration: Poor
Top Speed: Average
Bulk: Good
Cornering: Poor





Atmospheric external view-shot ahoj. It looks cool here but what you can't see is the barrier just out of shot which will soon claim our hapless racer.



Breath in! phew — that was a close one. I knew I shouldn't have that full English this morning!



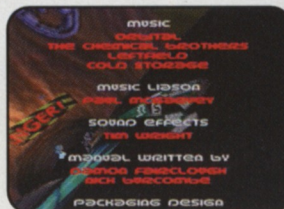
press cross. This'll take you to the game options. If you choose single track, there it is, available for selection. All you have to do is press the button!

Backwards Finisher

When you come up to the finish line, press one of the airbrakes hard and do a 180° turn. As long as you cross the line backwards, your lap will be ignored and you'll be able to do it again. This is useful when you're lagging behind the other racers and need to catch up.

Speed Start

For a super turbo start, make sure the red throttle bar is on the second line from the end when the starter says 'go'. Now watch the other competitors eat dust as you fly off into the lead.



Power-ups

Mines: When you activate the mine power-up, 5 mines will be laid behind your vehicle. This is excellent for slowing down chasing opponents. The best place to lay them is at the start of a jump, or in a narrow section of the track — this almost guarantees someone will hit them. If you cross the track diagonally as you lay them, this will increase the area covered by your mines.

Shield: Once activated, the shield protects your vehicle from enemy attacks for a limited period. During this time you can pick up other weapons, but cannot use them. The best time to use the shield is when there's an opponent chasing right behind you.

Shockwave: This unique weapon will send out a shockwave that will temporarily paralyse an opponent. Their engine will stall and they'll lose speed. This is an ideal way of catching up and over-taking an opponent.

Turbo Speed: If you think your machine is fast, wait until you try one of these! When you activate it, hold on to your shorts! Delivering a few seconds of extra speed, this power-up is great for catching up with opponents, or pulling away from anyone chasing your behind.

Heat-Seeking Missiles: These heat-seeking missiles lock on to an opponents engine and chase it all the way around the track until impact. No matter how fast they try to get away, there's no shaking it off! On impact, an opponent will suffer temporary loss of power.

Rockets: Rockets have the same effect on opponents as the Heat-Seekers, but they do not home in on the target. They have to be aimed. This is extremely difficult and takes a lot of practice. There's little point using it just before a bend, save it for a nice, long straight when you're right up behind one of your rivals.

Qirex

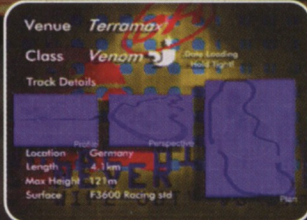
This middleweight machine is extremely slow to get going, but once at top speed, very little can touch it. Beginners are best leaving this vehicle for the pros. On the harder courses, with tighter corners, the Qirex is exposed by its poor handling.

Acceleration: Awful
Top Speed: Good
Bulk: Average
Cornering: Poor

Feisar

The Feisar vehicle is best suited to the more advanced courses with tight corners. On the faster, straighter tracks, it's let down by its awful speed. Beginners may want to try it for size.

Acceleration: Average
Top Speed: Awful
Bulk: Awful
Cornering: Good





WORMS

Weapons



Bazooka - Combining decent accuracy, good strength and an inexhaustible supply, the Bazooka is probably the most common and widely used weapon in the *Worms* arsenal. A lot easier to aim and score a hit with than the grenade, the Bazooka can inflict up to 50 points of damage on the intended target.

With a wide impact area, the bazooka is ideal as a long distance weapon, but is dangerous when used at close quarters. If you're not careful, you can end up being caught in the explosion of your own bomb.



The Bazooka is also badly affected by the wind, so keep an eye on the gauge in the bottom right hand corner, or you could find it blowing back into your face. Ouch!

One other thing to look out for with the bazooka is the way it can throw targets spinning through the air. If you land the missile straight on top of the target's head, he'll fly straight up ... and straight down! Land it before, or after though and he'll go flying off in the opposite direction. The distance he flies depends on how close the bazooka hits. Use this to your advantage, by sending rival worms spinning off into a cluster of mines, or into the pool of lava at the bottom of the screen, or even off the edge of the screen.



Homing Missile - The homing missile is similar in many ways to the



Bazooka, except that it uses a worm-heat-radar to home in on the intended target. When you select it from your arsenal, a blue arrow will appear; this is your aimer. Click this arrow over the target and press fire. As long as you give the missile roughly the right amount of power it should find the mark everytime - inflicting up to 50 points of damage.



Grenade - Grenades are tricky weapons to master, but with perseverance comes the reward of an awesome and destructive weapon. Capable of inflicting 50 points of 'hurt' it's main advantage over the bazooka is that it's not affected by the wind. So if there's a really strong gale blowing against your face (which makes using a bazooka dangerous and difficult), then a grenade is the perfect solution. Another advantage (or sometimes disadvantage) is that grenades can bounce. This means that if someone is hiding down a hole, or shaft, you can bounce a bomb down there and give them one hell of a surprise. Unfortunately, its bounce is unpredictable and can sometimes go off in the completely wrong direction.



Cluster Bomb - Apart from the Airstrike, the cluster bomb is potentially the most powerful weapon at your disposal. Basically, until detonation, this little beauty looks and acts like a grenade. Then, like a jack-in-the-box, out comes the surprise. From the original bomb comes five smaller ones, each capa-

ble of reducing enemy worms health by 30 points. 5 bombs X 30 health points (hps) = 150 hps of damage! Pretty awesome! Unfortunately, like the grenade, the cluster bomb is completely unpredictable and even though it's not affected by the wind, hitting the target can be a difficult task. Even if you do manage it, the 5 bombs that explode from the original one can go off in all sorts of directions. However, this gives the cluster bomb a wide area of impact and means it's perfect for taking out small groups of worms.



Shotgun - Although the shotgun causes minimal damage (only 25 hps) it allows the user two shots making it perfect for picking off any worms on their last legs(!). Another important attribute is that the impact of the shot will send the enemy recoiling backwards. So, if any worms are stupid enough to stand too close to the edge of the screen, blast 'em and watch 'em fly off into oblivion.

Uzi - No self-respecting, Rambo-



aspiring worm can afford to be without the ultimate in close range weaponry, the Uzi. Capable of blasting 30 hps of life out of an enemy worm, it's best used in confined spaces where the target is too close for a bazooka, or grenade. As the Uzis bullets penetrate right through worms, it's also advantageous when you come across a line of worms on a bridge, or flat piece of terrain. Anyone in the way of the line-of-fire will be riddled with bullets.



Fire Punch - Although the Fire Punch can only cause 30 hps of damage, its strength lies in the distance it can send enemy worms flying across the screen. Just burrow underneath one of the enemy, or stand next to him and then let rip with Ryu's trade mark move and watch them scream across the screen. This is good for sending your rivals plummeting over a precipice into a watery grave, or for knocking them off-screen.



Dragon ball - For all its promise, the dragon ball is just another novelty weapon dragged straight from the school of Street Fighter. Apart from looking cool and providing a humiliating way to kill off your mates worms, it serves little purpose. Its range is limited and it's strength (only 30 hps) is strangely its weakness. Saying that, the Dragon ball does have one small advantage over every other weapon and that's that you cannot injure yourself using it. No matter how close the enemy, you can't inflict injury upon your own worm. Like the Uzi, the Dragon ball is also handy for when you come across a line of enemy worms.



Dynamite - This little red stick of devastation is the most destructive device in the game. It can cause a staggering 70 hps of pain on any rival worms that are stupid enough to be standing around when you let the baby off.

Not only is Dynamite strong, it

has a huge blast area, ideal for causing maximum carnage. The only drawback is that you can't fire it, it has to be laid! Some poor mug has to walk up to the enemy, lay the dynamite and run like hell. With only 5 seconds before detonation, speed is essential in making a safe getaway. Before you drop your dynamite, it's best to plot a route of escape so that you know where to go. Also, it's better to jump, rather than run, (especially on the levels with little gravity) as this carries you further over a shorter time.

The default setting only allows each team 1 stick of dynamite each, so use it wisely. There's little point using it to kill off a single worm with only 1 hp left. However, a group of healthy worms huddled together is a different matter!



Mine - In many ways mines are simply mini versions of the dynamite, but there's some noticeable differences. Firstly, mines only inflict 50 hps of damage and the blast area is not as big. Secondly, mines are detonated in a different way. If you lay one next to a worm, it'll self detonate in 5 seconds (just like the dynamite), but if you just lay it in an open space, it won't go off until some poor, unsuspecting mug walks over it. This makes them great for protecting shaft entrances and the like.



Teleport - At first the teleporter may seem like a purely functional accessory, a quick means of getting from A to B, but it soon becomes clear it has more important uses than this and is an essential tactical weapon. The teleporter can be extremely handy for getting hard to reach weapon drops. These can be the

turning point of a game, the difference between a crushing defeat and a handsome victory. Teleporting is also useful for hiding your last worm in a hard to reach spot.



Blow Torch - Believe it, or not, the blowtorch is an essential key to success. It is the tacticians best friend. Mainly used for burrowing underground, it is ideal for hiding your worms safely away from any enemy attack, and yet leaves you nicely poised for making one of your own. It may seem cowardly and some may frown upon these tactics, but isn't victory and survival the aim of the game?

The blowtorch can also be a cool way of killing off the enemy. If one of them is cowering on a ledge, dig down onto a level with them and then blowtorch your way through the rock until you hit them. You can almost hear their screams as they plummet to their death in a ball of flame!



Pneumatic Drill - Similar to the blow torch, the pneumatic drill digs straight down, instead of across. If a worm is perilously outnumbered, or verging on the edge of becoming worm-tinct, then drilling straight down is the safest option. For added protection, a few mines dotted around the top of your shaft is grand!



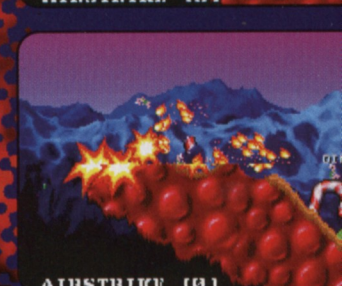
Batrope - If ever you find one of your little wormy's trapped on a little ledge, or stuck in a bomb crater and you want to get them out, the batrope is the best alter-

Air Strike



Ah, the airstrike! The most powerful, lethal and self gratifying weapon of the lot. Just click over a group of worms and watch the bombs rain down on their heads inflicting some serious damage.

As well as being the most powerful weapon, the airstrike is also the most useful and versatile. It can be used productively at almost any point in a round, but to optimize your return, there's two main scenarios in which to use it. Firstly, at the beginning of the game, when all the worms are grouped together. This ensures you get maximum return from the airstrikes 5 bombs and softens up the opposition right at the start of the round. The second situation is towards the end of each round, when rival worms are verging on the brink of death. This ensures you get the maximum number of kills. It also provides a sure-fire way of finishing off a round. No messy business trying to kill somebody off with a grenade, just saturate them with the airstrike and get it over and done with.



native to the teleport. Just aim at some over hanging rock and press fire. The batrope will fly up and you can swing your way to safety. It also comes in handy for getting up to high ground, or for reaching weapon drops (which always seem to land in the most far flung corner of the screen). If there isn't any over hanging rock, place a girder above the place you want to go and use this instead.



Bungee Jump - Occasionally, as you run around the generated landscapes causing general mayhem, you'll come across huge precipices and cliffs. If a worm jumps of these, they'll stumble and lose their turn. All's not lost though, use the bungee jump and you can get down with the minimum of fuss. Just click on the icon and walk off the cliff, or ledge. Your little wormy should now bungee jump to safety.



Girders - To inexperienced gamers, girders will appear to be the most useless accessory in the worms arsenal, but with time comes the truth. These are extremely valuable tools that no worm can afford to ignore. Not only are they ideal for bridging gaps in the landscape and providing overhangs for the batrope,

Extra Weapons - **Banana** - Hit the target with one of these and you're on to a sure fire winner. Looking just like a cluster bomb, the banana-bomb is packed with 5 deadly bananas each capable of 75 hps of damage. Not only is it the most powerful weapon around, it also has the widest impact area. The bananas fly over a massive area, meaning you can take out literally handfuls of worms all at the same time.

they can provide valuable cover for your worms. If you're digging a tunnel, just lay one of these over the entrance and it will stop any bazookas, or grenades that the enemy might try to throw down. Girders can also be laid around a worm to protect him from enemy fire. Cunning, eh? Alternatively, girders can be laid over rival worms to stop them firing and to trap them in craters. Just lay one, or two just above their heads and they won't be able to fire, because if they do, it'll hit the girder and they'll only end up injuring themselves. Even more cunning, hey?



Kamikaze - Invented by the Japanese, but perfected and mastered by the worms, the Kamikaze is the greatest and most selfless attack a worm can make. For the good of the cause and on your command a worm will drop everything and rush headlong at the enemy. Certain death awaits, but anyone that gets in his way will take up to 30 hps of damage.

As glorious as the kamikaze is, it's not really practical in most situations. The only time to give it a go, is if you've got a worm who's on his last drop of life, has no other weapons and is inevitably going to die on the next go.



Prod - If you're feeling particularly cruel, the prod is the most demoralising and degrading way to kill off an enemy worm. If you find one standing next to a ledge, or on the edge of the screen, just walk up behind him and give him a gentle push. Then watch the

humiliation etched on his face as he plummets to his inglorious death. Unsporting, undignified and downright dirty, but, ultimately, hilarious!

Extra Weapons



Sheep - With their furry, white wool and cute 'baa's', sheep don't exactly conjure up a picture of a frightening and deadly beast capable of wanton destruction, but, according to Worms, that's exactly what they are. Pick up one of these and you're laughing. Just release the sheep and he'll bounce along until you detonate him. Then watch as the resulting explosion inflicts up to 70 hps of damage! Be careful though, don't release the sheep in an enclosed area, or he'll not be able to get out.



Mini Gun - The big brother to the Uzi, the mini-gun is a devastating machine gun that blows holes through the toughest little worms. Just aim, fire and watch the target turn instantaneously into Swiss cheese. If the target is cowering behind some rock, don't let that deter you, the mini gun will soon blast through it.

Okay, so now you know how to use the weapons, but are you having trouble with tactics, or stumbling over strategy? If so, read on for some essential tips on how to toast those enemy worms!



1) Weapons Check

Okay, so this is a bit of an obvious one, but it's all too easy to go ahead and press the fire button without checking which weapons you're using first. This can lead to some embarrassing mishaps and can even cost you the game. Believe me, I know!

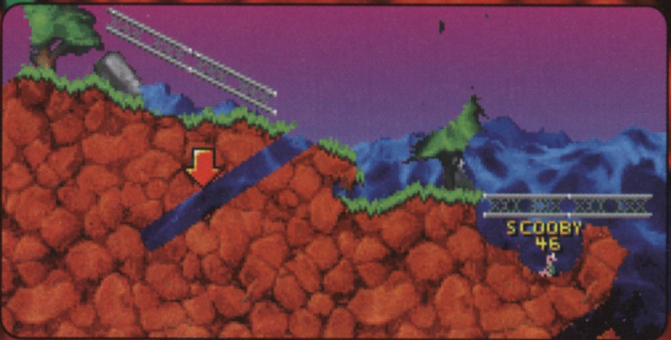
2) Going Underground

As good a shot as they are, the computer controlled wormies are not too clever. When they aim to take a shot, they'll quite often go for the directest route to the target as possible. So, if you use the blowtorch to burrow underneath them, quite often they'll blow up the ground from under their feet and do more damage to themselves, than to you.



3) Windy City

Wind has a diverse affect on several weapons, most noticeably the bazooka, so always check to see which way it is blowing and how



strongly. If you don't, you can find your missile flying straight back into your face!

4) Caught on the Boundary

At the start of each round, the first things to look for are any enemy worms that can be hit with an early airstrike and any worms near the edge of the screen. If there are any, go for these first as it's a lot easier to kill them by blowing them off the screen, than it is to reduce them to 0 health points.



5) Closing In

Computer controlled worms are lazy and therefore reluctant to do much moving around. So, if you close them down and stand next to them, the chances are they'll fire at you from where they stand. Although this means they're almost guaranteed to hit you, (don't they always anyway?) they'll also hit themselves.

6) Miss-Hit

As crazy as it sounds, occasionally it's better to miss the target, rather than score a direct hit. This is because the easiest way to kill a worm off, is to blow him off screen, or into the burning lava at



the bottom of the screen. To do this, land a missile just before, or after the target and watch it fly off in the opposite direction. If you can't get them off the game map, you might be lucky and get them to spin into a cluster of mines, setting off a chain reaction that will almost certainly kill them off.

8) Leftovers

As the game progresses the landscape begins to look more and more like the battlefield it is, with dying troops, graves and huge bomb craters everywhere. This landscape degeneration makes the battlefield an increasingly dangerous place to be. In particular, watch out for tiny little, pieces of landscape left in the air. When a bomb explodes, the immediate terrain around it is dissipated, but little splinters of rock can be left behind. These can be hard to spot and pose a very real threat. If you

fire a missile and it hits one of these, it will explode. This can have two consequences, firstly it means the intended target might not have been hit and secondly, if one of your own worms is standing close by, it could be hit instead.

9) He's dead Jim!

When a worm dies, he promptly detonates a self-destruct device that can inflict up to 30 hps of damage upon anyone standing nearby. This last unsung act of heroism can be a real pain in the ass! You have to make sure that, whenever you kill an enemy worm, none of your troops are standing nearby. If they are, they'll soon be nine foot under!



Captions





tips

SF Alpha

It's been Super, Turbo, Championship, and now it's Alpha (or even Zero if you happen to live in Japan).

Anyway, the latest incarnation of the greatest beat-'em-up ever. Indeed the biggest game phenomenon ever. We'll have a detailed strategy and tactics guide in a future issue as the game's only presently available on import. In the meantime here are all the moves and some of the big combos to practice.

Street



It's one of them thar new fangled super fireballs thingies.



Charlie

Alpha Counter: back, back-down, down and punch

Sonic boom: charge back, forward and punch

Flash Kick: charge: down, up and kick

Super1: charge back, forward, back, forward and punch

Super2: charge back-down, forward-down, back-down, up and kick

Super3: charge back, forward, back, forward and kick

Combos

1. crouching weak punch, crouching weak kick, medium punch, medium punch
2. crouching weak punch, medium punch, medium punch
3. jumping strong kick, crouching weak kick, crouching medium punch, Sonic backroom or forwardlash Kick
4. jumping strong kick, crouching weak kick, crouching medium punch, Super2

Sodom

Alpha Counter: back, back-down, down and punch

Tengu Walk: back, back-down, down and kick

Jitte Slice: forward, down, forward-down and punch

Power bomb: down, forward-down, forward, up-forward and punch

Carpet bomb: down, forward-down, forward, up-forward and kick

Super1: down, forward-down, forward, down, forward-down, forward and punch

Super2: spin the pad twice and punch

Combos

1. weak punch, medium kick, strong kick
2. punch, medium punch, crouching strong kick
3. weak kick, medium kick, strong kick
4. weak kick, medium kick, crouching

strong kick

5. jumping strong kick, strong kick, Carpet bomb

6. jumping strong kick, weak kick, medium kick, strong kick, Carpet bomb

7. jumping strong kick, weak kick, medium kick, crouching strong kick

Akuma

Alpha Counter: back, back-down, down and kick

Fireball: down, forward-down, forward and punch

Red fireball: back, back-down, down, forward-down, forward and punch

Air fireball: down, forward-down, forward and punch (while in air)

Hurricane Kick: down, back-down, back and kick

Dragon Punch: forward, down, forward-down and punch

Forward Roll: down, back-down, back and punch

Air Roll: down, forward-down, forward, up-forward and punch

Teleport: forward or back, down, forward-down or back-down and all punches or all kicks

Super1: down, back-down, back, down, back-down, back and punch

Super2: down, forward-down, forward, down, forward-down, forward and punch

Super3: while in air down, forward-down, forward, down, forward-down, forward and punch

Super4: weak punch, weak punch, tap forward, weak kick

Combos

1. weak punch, medium punch, crouching strong kick
2. crouching weak kick, crouching medium

kick, crouching strong kick

3. jumping strong kick, crouching medium punch, crouching medium kick, fireball

4. jumping strong kick, weak punch, medium punch, fireball

5. jumping strong kick, crouching weak kick, crouching weak kick, crouching medium kick, fireball

6. jumping strong kick, crouching medium kick, Super1

7. jumping strong kick, crouching weak kick, crouching weak kick, crouching medium kick, Super1

8. Air Hurricane Kick, downragon Punch

9. Air fireball, ground Combo

M bison

Alpha Counter: back, back-down, down and punch

Double Knee Press: charge back, forward and kick

Psycho Shot: charge back, forward and punch

Demon Stomp: charge down, up and kick, punch

Demon forwardlight: charge down, up and punch, punch

Teleport: forward or back, down, forward-down or back-down and all punches or all kicks

Super1: charge back, forward, back, forward and kick

Super2: charge back, forward, back, forward and punch

Combos

1. jumping strong kick, strong kick
2. jumping strong kick, crouching weak punch, crouching weak punch, Psycho Shot

Fighter Alpha

Adon

Specials

Alpha Counter: back, back-down, down and kick

Jaguar Kick: back, down, forward-down and kick

Jaguar Tooth: down, back-down, back and kick

Jaguar Knee: down, forward-down, forward, up-forward and kick

Super1: down, forward-down, forward, down, forward-down, forward and punch

Super2: down, back-down, back, down, back-down, back and kick

Combos

1. weak punch, medium punch, strong kick
2. weak punch, medium punch, crouching strong kick
3. jumping strong kick, crouching weak punch, crouching medium punch, crouching strong kick
4. punch, Super1



Birdie

Specials

Alpha Counter: back, back-down, down and punch

Headbutt Rush: charge back, forward and punch

Turn-Around Headbutt: hold two punch or kick buttons and release

Chain Grab: back-down, down, forward-down, forward, up-forward and punch

Super1: down, forward-down, forward, down, forward-down, forward and button

Super2: charge back, forward, back, forward and punch

Combos

1. crouching weak punch, crouching weak kick
2. weak kick, medium punch
3. crouching medium punch, Headbutt Rush
4. jumping strong kick, weak kick, medium punch



Chun-Li

Specials

Alpha Counter: back, back-down, down and kick

Stomp: down and medium kick in the air
Split Kick: forward, forward-down, down, back-down, back and kick

Lightning Kick: tap kick button repeatedly

Kikouken: charge back, forward and punch

Rising Spin Kick: charge down, up and kick

Super1: charge back, forward, back, forward and kick

Super2: charge back-down, forward-down, back-down, up and kick

Super3: down, forward-down, forward, down, forward-down, forward

Combos

1. weak punch, medium punch, medium punch
2. weak punch, medium punch, crouching strong kick
3. jumping strong kick, crouching medium kick, Rising Spin Kick, Super1, Super3, Super2
4. jumping strong kick, weak punch, medium punch, crouching strong kick
5. jumping strong kick, weak punch, medium punch, medium punch
6. jumping strong kick, weak punch, medium punch, Kikouken or Super1



**Guy****Specials**

Alpha Counter: back, back-down, down and kick

Elbow drop: while in air, down and medium punch

Bushin Run: down, forward-down, forward and kick

Bushin Leap: down, forward-down, forward and punch

Rising Spin Kick: down, back-down, back and kick

Super1: down, forward-down, forward, down, forward-down, forward and kick

Super2: down, forward-down, forward, down, forward-down, forward and punch

Combos

1. weak punch, medium punch, medium punch, strong kick
2. crouching weak kick, medium punch, strong kick, crouching strong kick
3. crouching weak kick, crouching medium kick, crouching strong kick
4. strong punch, bushin Run with strong kick
5. crouching weak kick, crouching medium kick, backushin Run with medium kick
6. medium kick, backushin Leap
7. jumping strong kick, crouching weak punch, medium punch, medium punch, backushin Run with strong kick

**Ken****Specials**

Alpha Counter: back, down-back, down and punch

Fireball: down, forward-down, forward and punch

Hurricane Kick: down, down-back, back and kick

Dragon Punch: forward, down, forward-down and punch

Ground Roll: down, back-down, back and punch

Super1: down, forward-down, forward, down, forward-down, forward and punch

Super2: down, forward-down, forward, down, forward-down, forward and kick

Combos

1. weak punch, medium punch, crouching strong kick
2. crouching weak punch, crouching medium punch, crouching medium kick, strong kick
3. crouching weak punch, crouching medium punch, medium kick
4. jumping strong kick, crouching medium punch, crouching medium kick, fireball
5. jumping strong kick, crouching weak kick, crouching medium kick, downragon Punch
6. jumping strong kick, crouching weak kick, crouching medium kick, Hurricane Kick
7. jumping strong kick, medium punch, forwardierce downragon Punch
8. jumping medium kick, weak punch, weak kick, medium kick, Hurricane Kick
9. jumping strong kick, crouching weak kick, medium kick, Ground Roll, Super2
10. jumping strong kick, crouching weak kick, medium kick, Super1

**Rose****Specials**

Alpha Counter: back, back-down, down and punch

Soul Spark: back-down, down, forward-down, forward and punch

Soul Reflect: down, back-down, back and punch

Soul Throw: forward, down, forward-down and punch

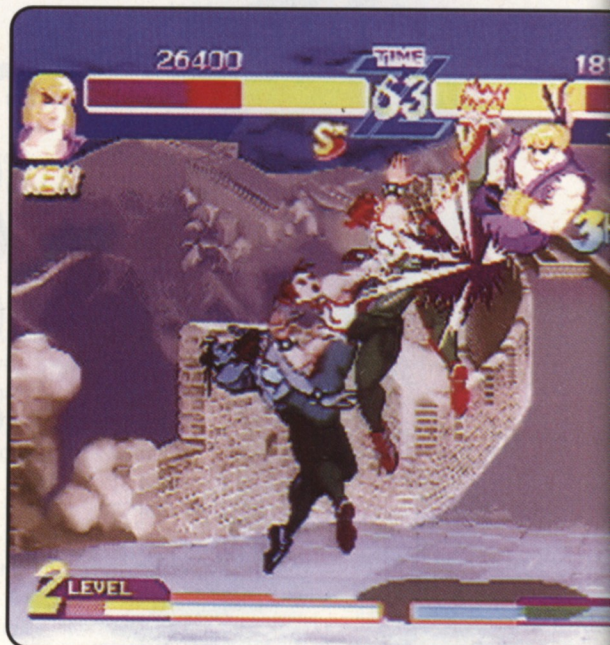
Super1: down, back-down, back, down, back-down, back and punch

Super2: down, forward-down, forward, down, forward-down, forward and punch

Super3: down, forward-down, forward, down, forward-down, forward and kick

Combos

1. crouching weak kick, crouching medium kick, crouching strong kick





Ryu

Specials

Alpha Counter: back, back-down, down and punch

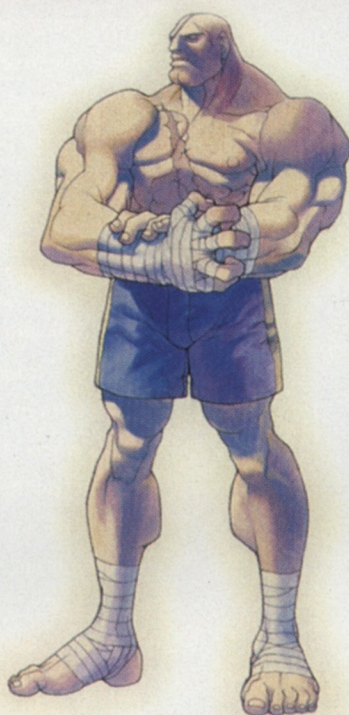
Fireball: down, forward-down, forward and punch

Hurricane Kick: down, back-down, back and kick

Dragon Punch: forward, down, forward-down and punch

Super1: down, forward-down, forward, down, forward-down, forward and punch

Super2: down, back-down, back, down, back-down, back and kick



Sagat

Specials

Alpha Counter: back, down-back, down and kick

Low Tiger Shot: down, forward-down, forward and kick

High Tiger Shot: down, forward-down, forward and punch

Tiger Uppercut: forward, down, forward-down and punch

Tiger Crush: forward, down, forward-down and kick

Super1: down, forward-down, forward, down, forward-down, forward and kick

Super2: down, forward-down, forward, down, forward-down, forward and punch

Super3: down, downB, back, down, downB, back and kick

Combos

1. weak punch, medium punch, strong kick
2. weak punch, medium punch, crouching strong kick
3. jumping strong kick, medium punch, Tiger backlow
4. jumping strong kick, crouching medium kick, Low Tiger Shot
5. jumping strong kick, weak punch, medium punch, Tiger Crush
6. jumping strong kick, crouching medium kick, Super1

Combos

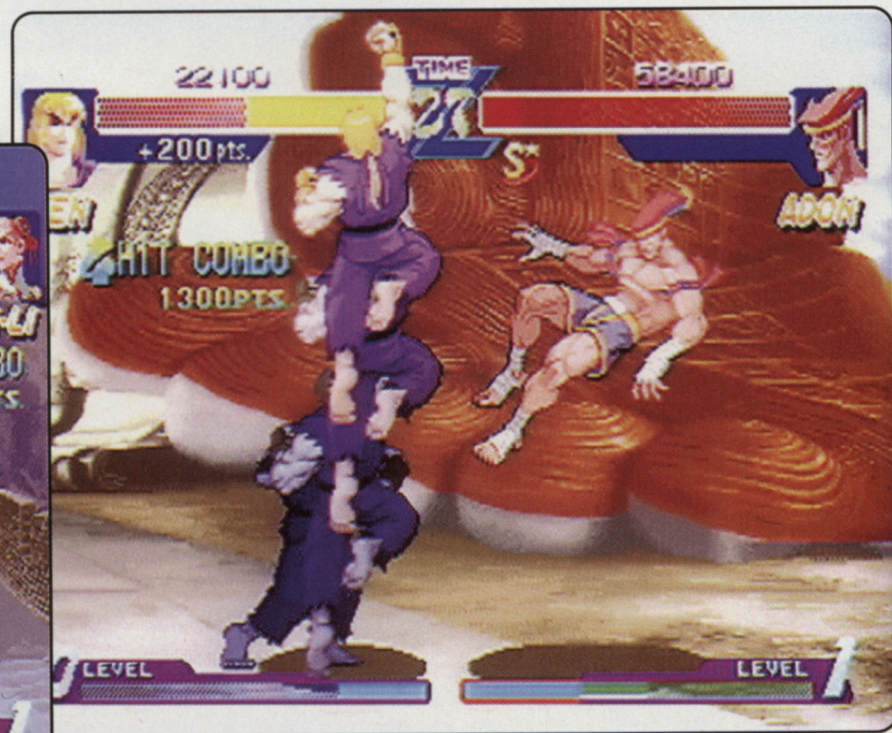
1. weak punch, medium punch, crouching strong kick
2. crouching weak kick, crouching medium kick, crouching strong kick
3. jumping strong kick, crouching medium punch, crouching medium kick, fireball
4. jumping strong kick, weak punch, medium punch, fireball
5. jumping strong kick, crouching weak kick, crouching weak kick, crouching medium kick, fireball
6. jumping strong kick, crouching medium kick



Nash

Nash is one of the new faces not scene in plain old *Street Fighter 2*. He's a mate of Guile's (you can tell by they way they try to out-do one another with ludicrously ferocious hairstyles).

He comes from the same school of combat and therefore has very similar moves. Unfortunately we couldn't get the full SP in time to print so we'll give you a detailed profile just as soon as we damn well feel like it!



**3D Lemmings**

Check out these cool codes for Psygnosis' ace *Lemmings* adventure.

Fun - Levels 1 to 20

LEWISIAN
BLIMBING
FANAGALO
DRICKSIE
KURTOSIS
GREGATIM
WALLAROO
AVENTAIL
GAZOGENE
JINGBANG
DIALLAGA
BUNODONT
NAINSOOK
YAKIMONA
FUMITORY
CINGULUM
BESLAVER
ANABLEPS
QUINCUNX
TARLATAN

Tricky - Levels 21 to 40

KAMACITE
GUMMOSIS
PRODNOSE
NGULTRUM
COTTABUS
BEDAGGLE
EPICALYX
HOMALOID
LALLYGAG
BILABIAL
CACOFOGO
METAVURT
SLOWBURN
PELLUCID
MAKIMONO
KHUSKHUS
DISPLODE
RACAHOUT
ORGULOUS
DUNCEDOM

Taxing - Levels 41 to 60

CABOCEER

GEROPIGA
BONTEBOK
EMPYREAL
LANGLAUF
NANNYGAI
SARATOGA
QUINTAIN
MUSQUASH
ZOMBORUK
SKILLING
WOBEGONE
BINDIEYE
FRAXINUS
LINDWORM
CURLICUE
HANEPOOR
IDEMQUOD
BLANDISH
MALAGASY

Mayhem - Levels 61 to 80

CHORIAMB
GARGANEY
KAOLIANG
MAROCAIN
OBTEMPER
TASTEVIN
VELLOZIA
BORACHIO
JACKAROO
COOLAMON
BANAUSIC
FABURDEN
RECKLING
MIRLITON
OPAPANAX
BIMBASHI
CAATINGA
PENSTOCK
SPRINGAL
BABIRUSA

Animations

For the Egyptian, space, army and end-of-game animations, enter these codes on the password screen.

SPACEAAA
EGYPTAAA
ARMYAAAA
MAZEAAAA

Level select code

To be able to select which level to start on, simply enter the code below on the password screen.
LAMPWICK

Adventures of Menion**Infinite health**

Having trouble with the *Adventures of Menion*? Well, try this; when the text comes together on the title screen, press L1, L2, R1 and R2 at the same time for invincibility.

Infinite ammunition

For infinite ammunition, wait for the text to come together like for the infinite health and then press Cross, Square, Circle and Triangle.

Agile Warrior

Try these codes for an easy route through this tough game.

5433 - Stage 1 clear
0007 - Stage 2 clear
1213 - Stage 3 clear
0224 - Stage 4 clear
7154 - Stage 5 clear

CD Player

Ever fancied listening to your favourite CD tracks, whilst playing your favourite game? Well now you can. Wait until just after you've started a game. Once you start flying, replace the game CD with any music CD. A fancy interface will appear asking you to list which tracks you'd like to play. At the end of a mission, the game will prompt you to replace the game CD.

Various cheats

For a whole range of useful cheats, simply pause the game and press the following sequences (S stands for Square, X for Cross, O for Circle, T for

Triangle, L for Left, R for Right, U for Up, D for Down):

Invincibility - L, T, T, T, T, U, T, T, T, R, O, D, X, X, T, T, S

Invincibility - S, S, S, S, U, T, T, T, R, O, D, X, X, X, X, T, S

Maximum fuel and armour - L, S, S, S, S, U, T, T, T, R, O, D, X, T, T, T, O
Maximum weapons - L, S, S, S, S, U, T, T, T, R, O, D, X, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2

B1 airstrike - L, S, S, S, S, U, T, T, T, R, O, D, X, X, X, X, X, X

Mesh fog editor - L, S, S, S, S, U, T, T, T, R, O, D, X, D, D, D, T, T, T

Overhead map translucency - L, S, S, S, S, U, T, T, T, R, O, D, X, O, O, O, O, O

Air Combat**Secret Sub-Game**

Whilst the game is loading, press and hold the R1 and Circle buttons. Next, when the CDs start flying across the screen, press Up, Left, Down and Right. A small character should pop up in the bottom left side of the screen to tell you you've accessed the cheat. Next time the game loads something up, a secret game will appear.

Plane Colours

After you've switched on the Playstation and the game starts to load, hold the Circle and R1 buttons. Instead of the normal screen, you should see lots of CDs flying around. At this point, press Up, Down, Left, Right, Up, Down, Left, Right and R1. A jet should now appear in the bottom left of the screen to signal that the cheat has been activated.

Wing Man Colours

Before the Bird logo appears when the game loads up, press and hold Circle and R1. When the bouncing CDs appear, hold down R1 and press start 10 times.

All the Planes

Not much of a cheat, but useful nevertheless. Finish all the missions on the easy setting and you should have access to all 16 planes.

All the Wing Men

As with the planes, if you finish all the missions on medium setting, you'll have full access to all the wing men.

Level select

The next step up is to finish the game on the hard setting. If you manage this you'll be rewarded with all the planes, all the wing men and a level select.

Assault Rigs

Invincibility

Want to be invincible? Then press Left, Cross, Left, Cross, Left, Left, Cross, Right, Cross, Right, Cross and Cross during the game. If you've done it right, you'll hear the words 'Invincible? Yes, indeedy'

All Powered Up

To get all the weapons and other items, simply press Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down and Down during the game. Again, if you've done it right, you'll hear the words 'Max Weapons added... oh yes!'

Passwords

Use these passwords to get to any level you want.

WELCOME – Circle, Circle, Circle, Circle, Circle, Circle
NEXTGEN – Square, Cross, Square, Cross, Triangle, Square
THIS WAY – Triangle, Square, Square, Circle, Circle, Triangle
JOY JOY – Triangle, Square, Triangle, Triangle, Circle, Triangle
NODDY – Square, Triangle,

Triangle, Triangle, Cross, Triangle
WASTELANDS – Triangle, Square, Circle, Circle, Cross, Square
VERTIGO – Cross, Square, Square, Square, Circle, Triangle
GEM TOWER – Triangle, Square, Cross, Square, Triangle, Triangle
BRIDGE – Square, Triangle, Square, Cross, Triangle, Cross
OBLITERATE – Triangle, Triangle, Circle, Square, Cross, Square
ARENA – Triangle, Triangle, Cross, Triangle, Circle, Square
PBM – Circle, Square, Triangle, Triangle, Triangle, Circle
RAMPS – Triangle, Square, Circle, Cross, Triangle, Square
OASIS – Triangle, Triangle, Cross, Square, Square, Cross
HALLS – Circle, Cross, Triangle, Triangle, Triangle, Triangle
COASTER – Circle, Square, Circle, Circle, Circle, Square
MINE – Triangle, Triangle, Triangle, Circle, Triangle, Square
LOOK UP – Square, Circle, Square, Cross, Square, Triangle
DEADLINE – Cross, Cross, Square, Cross, Triangle, Circle
FORT – Cross, Square, Cross, Triangle, Triangle, Square
STAIRWAY – Triangle, Square, Triangle, Square, Triangle, Triangle
PARK A LOT – Square, Square, Triangle, Circle, Square, Triangle
ZAMCAM – Circle, Cross, Cross, Cross, Cross, Triangle
SHOOT ME – Triangle, Square, Square, Triangle, Triangle, Triangle
WILD – Triangle, Circle, Triangle, Triangle, Circle, Square
OIL RIG – Square, Circle, Circle, Cross, Circle, Cross
RIGHT WAY – Cross, Circle, Square, Triangle, Triangle, Square
WASTE TWO – Square, Circle, Square, Square, Square, Square
DODGE – Triangle, Square, Circle, Cross, Circle, Circle

AIR – Square, Circle, Cross, Circle, Cross, Triangle
JUMP – Circle, Square, Cross, Triangle, Circle, Triangle
ROOM 101 – Triangle, Square, Cross, Circle, Square, Triangle
FIREPOWER – Cross, Cross, Triangle, Cross, Cross, Square
WAVE – Cross, Circle, Square, Circle, Circle, Square
PUSH OFF – Circle, Triangle, Cross, Triangle, Cross, Triangle
PERIMETER – Cross, Triangle, Triangle, Cross, Cross, Square
SPIRAL – Cross, Triangle, Triangle, Cross, Triangle, Square
THE CASTLE – Square, Triangle, Square, Triangle, Square, Cross
FORTRESS – Square, Cross, Triangle, Cross, Cross, Triangle
LIFTS AHOY – Triangle, Cross, Triangle, Circle, Square, Cross
PUSH ME – Circle, Cross, Triangle, Circle, Triangle, Square

Battle Arena Toshinden

Secret Moves

After accessing both Gaia and Sho (see the Toshinden tips section earlier in the mag), let the game run until the demo has played and returned to the title screen. When the text starts to flash across the screen, press Down/Left and Cross. To signal that you've accessed the cheat, the text will turn white. Now, go to the control configuration screen and choose the E4 set up. After this, whenever you fight, just hold down L1, L2, R1, R2 and Select to perform the characters special move.

Desperation Moves

Configure the joypad so that all the special attacks are assigned to the L1, L2, R1 and R2 buttons. Now, whenever your energy bar starts flashing, simply hit all four

shift buttons to perform a desperation move.

Colour Changes

Don't like the dress sense of your favourite character? Then change it! Simply highlight the character and press the Select button.

Criticom

Fighter codes

Use these exceptional codes to access the various characters in levels 2 and 3:

Character Level 2 Level 3 Code

Dayton	SIER	ETER	DIRAT
Delara	PHAN	KING	DCINO
Demonica	GONE	WORL	
Exene	SPHE	WING	ESCIN
Gorm	CHAM	MARV	
Sid	ODTH	BATM	
Sonork	PLAY	CHRO	SSISE
Yenji	SPID	STAR	YAHAM

Cybersleds

Extra Sleds

When the title screen appears, press the following buttons to access five hidden sleds; Up, Left, Down, Right, Up, Triangle, Up, Right, Down, Left, Up and Circle. At this point, you'll hear an explosion which acknowledges that the cheat has been activated.

Cyberspeed

Cows May Fly!

When the ship select screen appears, press Up, Left, Down, Up, Left, Down, Right, Left, Down, Right, Square, Cross and Circle to fly a cow.

Defcon 5

Hidden Game

To access a secret Asteroid-type game, go to any VOS terminal in the defence station, enter the communications area and select local communications. You'll get



a report saying this is not available. At this point press the Triangle button. You'll soon find yourself engrossed in an excellent blast-em-up that stinks of the nostalgic days when *Asteroids* was king.

Destruction Derby

Check out these cool codes for more madcap mayhem in Pysgnosis' king-of-the-crash sim, *Destruction Derby*. To access the cheats, you first have to choose Championship. Then type in the codes as your name. Next, go to the practice screen and choose them from there.

REFLECT! - gains access to the hidden Monastery track
!DAMAGE! - Whilst this code is on, your car will not suffer any damage.

NPLAYERS - This allows you to choose how many other cars you race against.

FIFA Soccer '96

Lighting effects

If you've always fancied yourself as something of a lighting technician, then this cheat might be for you. Holding down the R1 button on the Instant Replay screen will let you play around with the lights. Pushing right and left on the joypad changes the angle of shadows, whilst up and down alters their length.

Secret options

For a whole range of secret soccer options start a game as normal and then press pause. Go to the options menu and enter any, or all of these codes (S stands for square, X for cross and, not surprisingly, T for Triangle);

Invisible Walls - X, X, X, T, S, S, T
Curve Ball - T, S, X, T, X, X
Crazy Ball - X, S, T, X, X, T, S, X
Super Power - T, S, T, T, T, T, T, T
Super Goalie - S, S, S, S, S, T, T, T, T
Super Offence - S, S, S, S, S, T, X
Super Defense - T, T, T, T, T, X, T
Shootout - S, T, S, X, S, T
Stupid Team - S, T, X, S, T, X
Dream Team - S, S, T, T, X, X, S, S

After you've done this, resume the game and press square. An option screen will pop up with all the cheats above. You'll be able to choose the ones you've typed in, but the others will be greyed-out.

By using the same method described above, you can also access this range of unique uniforms. However, instead of resuming the game, you'll have to quit and go to the main option menu.

Formal - S, T, X, S, T, T, X, T
Federation - S, T, X, S, T, T, X, X
Dynamic Duo - S, T, X, S, T, T, T, S
Default Colour Palette - S, T, X, S, T, T, T, X
Invisible - S, T, X, S, T, T, X, S
Oktoberfest - S, T, X, S, T, T, T, T
EA Custom Team - S, T, X, S, T, T, S, S

Firestorm: Thunderhawk 2

Use these passwords to help you get through the game.

TH2STATE
THK4SUTQCGC2Q
D0HCS1GKG0H5A
MCGKS1GDG0GKHJ2
C8GGS97PSOGGGP2
OKFGS915SSGCGTQ
EKE448P5S0GOGH2
VOEL4C89040GGAQ
KCC8489T040CGKA
E8CK4C21080OGS2
R4B444551CUGHIO

FGBG40T11GUCHOA-
GGAK2GQH1KUOHEA

In The Hunt

Stage Select

Before you start a game, highlight the start option and press Up/Left, Circle and Select. This will access a stage select cheat.

Change speed

Shoot-em-up fans who like their action to be fast and furious may have been a little disappointed with *In The Hunt*, but not any more, you can speed it up by pausing the game and then unpausing it whilst holding the Triangle and R2 buttons.

Unlimited Continues

For an unlimited number of continues, hold down the Triangle and Select buttons whilst pressing start after you've died.

Johnny Bazookatone

Invincibility

Enter the password PILCHARD for invincibility.

Level select

Tap in KRISTIAN on the password screen to access a level select.

Passwords

Type in these passwords to access the relevant level;

AFLEAPIT - Hotel
TEASPOON - Restaurant
SEDATION - Hospital
VERYNICE - Penthouse

Loaded

Cheats Galore

To access this hoard of cheats, start a game as normal and then bring up the in-game options menu. Hold down L1 and L2 for

ten seconds before tapping in the sequences below (remember to keep L1 and L2 held down throughout). The cheats should appear as extra options on the menu. To activate them simply highlight the ones you want and press Start.

Ammo - Down, Right, Circle, Left, Right, Circle

Health - Right, Right, Left, Down, Down, Up, Triangle, Circle

Level select - Up, Right, Down, Left, Triangle, Circle, Cross, Square, Cross, Triangle, Square, Circle

Level skip - Cross, R1, Triangle, R1, Square, Circle, R2, R2, Cross, Square, Triangle, Cross

Lives - Left, Down, Right, Triangle, Square, Cross, Circle

Power - Right, Down, Right, Triangle

Smart - R1, R2, Cross, Triangle, Square, Circle, R1, R2, Circle, Circle, Square

NBA Jam

Cheats, Cheats and More Cheats! All these cheats must be tapped in on the 'Tonight Match Up' screen.

Big Head - Triangle, Square, Cross, Circle, Triangle, Square, Cross, Circle.

Baby Mode - Circle, Square, Circle, Square, Circle, Square.

Full Court Jams - Left, Right, Cross, Circle, Circle, Cross.

Full Court Push - Down, Down, Cross, Circle, Cross, Right, Right.

High Shots - Up, Down, Up, Down, Right, Up, Circle, Circle, Circle, Circle, Down.

Mammoth Heads - Circle, Cross, Square, Triangle. Repeat four times.

Maximum Power - Right, Right, Left, Right, Cross, Cross, Right.

Power-up Three Points – Up, Down, Left, Right, Left, Down, Up.

Power-up Fire – Down, Right, Right, Circle, Triangle, Left.

Power-up Goal Tending – Right, Up, Down, Right, Down, Up.

Power-up Offence – Square, Circle, Up, Square, Circle, Up, Down.

Power-up Turbo – Circle, Circle, Circle, Square, Down, Down, Up, Up.

Push One Opponent and Both Fall – Up, Up, Up, Up, Left, Left, Left, Circle, Circle.

Push One Opponent and Team-mate Falls – Up, Up, Up, Up, Left, Left, Left, Left, Circle, Triangle.

Quick Hands – Left, Left, Left, Left, Circle, Right.

Richard Kiel Mode – Triangle, Cross. Repeat seven times.

Shot Percentage Display – Up, Up, Down, Down, Triangle.

Speed Up – Up, Up, Up, Up, Left, Left, Left, Left, Cross, Triangle.

Tele-Pass – Up, Right, Right, Left, Circle, Down, Left, Left, Circle, Square.

Extended roster

For an extended team roster for any of the teams, hold down Select and move the D-pad anti-clockwise a couple of times whilst the team is highlighted on the team select screen.

Extra players

While holding the L1 and R1 buttons, enter these initials and birthdays to access the 53 hidden players:

Adrock	ADR	APR 6
Air Dog	AIR	JAN 21
Benny	BEN	SEP 20
Bird	LAR	JAN 15
Blaze	BLZ	JAN 14
Boo-Boo	THI	NOV 1

Brutah	GOW	JUL 17
Carlton	CAL	MAR 25
Catling	CAT	JAN 2
Charles	CHA	MAY 4
Chow Chow	CHD	MAY 5
Clinton	BIL	JUN 3
Crunch	WOL	MAR 7
D Falcus	DAZ	AUG 6
Divita	DIV	JUL 3
F Prince	FRS	FEB 2
Facime	DEL	OCT 19
Fumungus	GUN	JAN 11
Gordon	GOR	JUL 3
Gorilla	APE	APR 2
Goskie	GOS	JAN 6
Gray	ROB	FEB 23
H Clinton	HIL	NOV 6
Heavy D	HEA	JAN 9
Higgins	TOM	FEB 19
Hill	ZIG	APR 7
Hodgeson	HOG	DEC 31
Hugo	HOR	JUN 12
Hutchinson	BAR	APR 9
J Falcus	JAS	NOV 16
J Moon	JAY	AUG 24
Jax	JAX	MAR 1
Jazzy Jeff	JAZ	OCT 9
Kabuki	KUB	APR 14
Kirby	CHR	DEC 18
Liptak	LIP	JAN 14
Mad Mike	MUS	DEC 24
Magic Hair	STH	DEC 8
Max	LIZ	AUG 7
MCA	MCA	APR 9
McHugh	BAA	JUL 12
Mike D	M_D	JUL 1
Moore	MOE	JUN 8
Pistol	WAN	JUN 10
Renaldo	REN	FEB 4
Rivett	REV	JUL 6
Sequoia	SAW	APR 10
Shelley	SHY	JUN 8
Snake	SNK	JUN 15
Thomas	FNK	JAN 8
Tunnichliff	SAT	MAY 7
Turmell	TUR	JAN 31
Weasel	DAN	JAN 2

Novastorm

Level Select

To access this cheat you must

first play the game and get onto the High Score table. Then, enter TWIRLY (plus a space at the end) as your name to get the level select.

Off World Interceptor Extreme

Level codes

IP5VK?PZQG41417P – Las Lunas
NRQV!TB9MBJGKB8! – Morph
Moors
CQD?DC5KPL5KW74I – Silt
Sorrow

Loads of Dosh

Before you start a game, go to the options menu and proceed to the controller setup. Press Square, Cross, Circle, Circle, Circle, Circle, Circle, Circle and L1. This will earn you \$9999999000 dollars for your trouble.

Parodius

Invincibility

Pause the game and press Triangle, Triangle, Cross, Cross, Circle, Square, Circle, Square, Down and Left for an invincibility cheat.

Full Power

Pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, Cross and Circle for maximum power.

Level select

At the title screen press Square five times, Triangle seven times and Circle three times.

Secret level

Select the original Parodius. Shoot every single ship in the first wave of enemies and then only the first one in the next wave. Now wait for about 20 seconds without firing. Eventually, all the enemy ships will disappear

and you'll be transported to a secret level.

Primal Rage

Brain gauge

To speed up the healing process of your brain gauge, just move the D-pad left and right as quickly as possible.

Play Volleyball

To access this amusing cheat, you must be fighting a two-player contest on the Sauron level. One of the players must perform a combination move on the other. After this, worshippers will come running out to praise you. Hit the nearest one towards the second player. He must now flick him back before he touches the ground. Rally the worshipper back and forth 10 times and you'll enter the volleyball game.

A Bowling We Will Go!

Again, this cheat can only be accessed in the two-player mode and this time both characters must be playing Armadon. The pair of you must continuously perform the Spinning Death Move. After three hits, you'll enter the bowling game.

Raining Cows, Bricks and Ice Balls
These (un)natural wonders can only be seen in match mode when both players fight as Chaos. The trick is to finish the 3rd round on exactly the same health so that you go into sudden death. Either player must perform a FoFury move as the sudden death begins and it'll rain cows. If you don't, it'll rain bricks instead.

For the Ice balls, you need to be on the Blizzard stage. When you go into sudden death it'll automatically start to rain Ice balls!

**Final battle**

If you conquer all seven territories of the new 'Urth', you will be taken to a stage called the 'Final Battle'. Here you must fight each of the seven other characters consecutively. Each character you killed with a fatality will return as a ghost, whilst the others will appear as their normal selves. The ghosts are a lot easier to kill, so it pays to swot up on your killer moves.

Ridge Racer**Extra Tracks**

Finish all four tracks in first place to gain access to another four. These are essentially the same four as before, except they are raced backwards! This may sound easy, but believe me it's not.

Extra Cars

When you load up the game, you could be forgiven for thinking the stage of Galaga is just there to keep you amused whilst you wait for the real action to begin. Wrong! It's there for a reason. If you destroy all the ships in the short space of time you have, then you'll gain access to 8 new cars. That's twice as many as you originally started with.

Double Trouble

If you hold down the L1, Triangle and Cross button, whilst pressing up on the joystick, as the game loads, you should get two ships during the Galaga game, rather than one. Side by side, these give you twice as much firepower and twice as much chance of completing the game and accessing the bonus cars.

Mirror Mode

To race on a track that is the mirror image of the normal one, after the start of the race, turn

around. On the normal tracks this must be before you get onto the main straight. On the extra courses this must be before you get to the first bend. Now accelerate as fast as possible and drive through the brick wall in front of you. You'll now be able to carry on around the track, but what was a right hand turn will have become a left one and what was a left turn, will have become right. Novel, eh?

Flag Tricks

Whenever you start a race, you will see a chequered flag waving in the wind. If you hold down the L1, L2, R1 and R2 buttons and press the D-pad you can make it flip and rotate in different directions. Alternatively, you can press the Cross button to zoom in on it and the Square button to zoom away from it. Pressing start as well, will also make the flag go transparent. Remember though, the L1, L2, R1 and R2 buttons have to be held down throughout for these tricks to work.

Oh So Dizzy!

Feeling dizzy from reading all these ace tips? Well you will be in a minute. On the car, or track selection screen, hold down the L1, or R1 buttons to get the cars and tracks spinning. The longer you hold the button, the faster they go and the dizzier you get.

Race as the Ghost Car

As we've already explained, if you complete the first four races in the top spot, you'll get to race them all backwards. No matter how you get on on these extra tracks, finish them all and then try out the Time Trial Extra track. As you go over the bridge for the first time, you'll notice the Black

lamborghini ghost car. Let it go past you. When you come around to start the second lap, you'll notice it has parked up, waiting for you to catch up. After you've roared past it, it'll start racing again. With its awesome speed, the lamborghini will soon pass you ...if you make a mistake! As the car is programmed to follow the perfect line, if you keep to this yourself, the car will not be able to get past. Hence, if you can do the last two laps all but perfectly, you will beat it. If you manage this, go to the car select screen and there, sitting proudly, is the Black Lamborghini for you to drive.

Ridge Racer Revolution**Galaga '88**

As with the original Ridge Racer, the game starts off with a round of Galaga, and this can provide bonuses for the main game. Destroying all the enemies during the loading time will give you access to eight extra cars which can be selected in the car selection menu. Also, by gaining a hit rate of zero during the loading game of Galaga '88, an extra bonus will be given.

Time Trial Bonuses

Three secret cars are available during the Time Trials which knocks the total choice up to 15. The extra cars are the 13th Racer (Novice), 13th Racing Kid (Advanced), and the White Angel (Expert). The trick to beating these cars is to race intelligently and block their attempts to overtake you as they are much faster than your own car. Keep an eye on the mirror and try to make them hit the rear of your car. A hit will slow them down dramatically and the race can be yours. A win will allow

you to select the defeated car.

Reverse Mode

The option of racing down the tracks in reverse is only available once the three initial courses have been completed in first position. Also, the option to pick one of four engines to use becomes available.

Setting the Time of Day

The option of setting the time of day (either Normal, Noon, Evening, or Night) can only be gained once the six courses (both Normal and Reverse) have been completed in first place.

Mirror Mode

Mirror tracks can be accessed by driving a short distance at the beginning of the race, and then turning around and racing into the brick wall. The car will continue through the wall and the tracks and scenery will be mirrored.

Spotlight Control

The main screen that displays Game Start and Options can be cosmetically altered via the following. Holding down L1 and R1 whilst pressing either the directional pad or other buttons, enables you to control both the position and intensity of the spotlight. Cross zooms in and Triangle zooms out.

Raiden Project**Infinite Continues**

After you've died and the countdown has begun, hit Select to keep all your credits.

Free play

For limitless play, go to the miscellaneous menu and press Square, Cross, Circle and Triangle.

Power-up pixie

As you go about the game, keep an eye out for trees that look slightly unusual and a bit off colour. If you find one, go up close to it and blast away. Eventually it'll explode releasing a pixie. Catch the pixie and you'll no longer lose your power-ups when you get hit.

Syndicate Wars

Loads of Cash

Type in the name TOTHTOP for huge piles of cash.

All Weapons

At the beginning of the game, during the intro, tap Up, Up, Down, Down, Left, Right, Cross and Circle to get all the weapons, including tanks and choppers!

Theme Park

Mega Rich

When prompted to enter a nickname, type in Bovine. Later in the game, press Circle, Square and Cross at the same time to get loads of cash. If you don't think you've got enough, just repeat the trick.

Total Eclipse Turbo

Mission codes

Mission two – Cross, Circle, Triangle, Square, Cross, Cross, Cross, Square
Mission three – Triangle, Triangle, Circle, Cross, Triangle, Triangle, Cross, Square
Polaris 5 – Circle, Circle, Circle, Triangle, Cross, Triangle, Square, Square

Extra Continues

For loads of extra continues, start a game as normal and then press pause. Select options from the

menu that appears and then press Triangle, Square, Circle, Square, Triangle, Square, L1, L1, R1. After this click on the picture to the right and a skull will appear. Press Triangle, Square, L1, L1 Square and Triangle. The game should now restart and you'll have 10 continues.

Stage Select

Before you start a game, go to the options menu and highlight the password option. Whilst holding down Select, press Triangle, L1 and Square. Now release Select and press Triangle, L1 and Square again. You should now have accessed a level select.

Twisted Metal

Level Passwords

Warehouse – Circle, Triangle, Square, Circle, Circle
Freeway – Cross, Square, Square, Circle, Triangle
River Park – Cross, Triangle, Square, Circle, Square
Cyburbia – Cross, Square, Triangle, Triangle, Triangle
Rooftop – Square, Triangle, Cross, Circle, Cross

Extra Passwords

Enter codes for relevant effect;
Hidden level – Square, Triangle, Circle, Square, Square
Helicopter view – Circle, Circle, Triangle, Cross
Invincibility – Square, Triangle, Cross, Right, Circle
Unlimited weapons – Triangle, Right, Square, Circle, Circle
Fight Minion – Triangle, Cross, Circle, Square, Triangle
Unlimited turbo – Triangle, Cross, Triangle, Triangle, Circle

Worms

Landscape selection

To generate one of your own

landscapes, press Cross at the start of a game. A list of letters and numbers should appear. You can cycle through these by pressing Up and Down on the joypad. Here's a few cool ones for you to try:

00956 – desert storm
29726 – low bridge
46463 – Martian scape
57805 – another Martian scape
70345 – fancy a lollipop?
97155 – three's a crowd
149147 – kill that Smiley
208041 – alternate jungle
326576 – crowded alien scape
436642 – Hell
4802043 – a bridge too far
5154527 – lollipop bridge
7007230 – snow joke
7841228 – beach
13410325 – life's a beach
23418990 – all beached up
39054687 – beach weather
56439996 – the tide is high
62332782 – forest scape
77004498 – alien scape
99426730 – cliffs of Hell
203953110 – alien bridge
223981979 – it's Christmas time
309072302 – jungle island
635199159 – cliffs and lake
733737544 – another alien scape
742182075 – another forest scape
954338916 – bless you
1408066876 – another candy scape
3329407250 – snorkel island
7373888390 – fires of Hell
8902118313 – jungle
CHEZZY – hollow mountain
THORAHIRD – careful when you dig
...and a few more...

33926
70345
80765
304768
4802043
7267896

37637177
43629833
223981979
903172603
6786876866
7373888390
BRITISH
KIG IS COL
DOOM SUCKS
WORMS RULE

Zeitgeist

Top view

For a top-down view of the game, press start to pause the game then press start again and hold it for about 10 seconds. Now press L1 and start at the same time. You should now have a top-down view.

Side view

If a top view is not your kind of thing, then maybe a side-on view is. Do exactly the same as above, but, at the end, instead of pressing L1, press L2.

Zero Divide

Hidden Characters

To access the character Zulu, you must defeat him with each of the other 8 characters. The easiest way to do this is to set the timer to 30 seconds and set the difficulty to easy. On defeating him with 8th character, go back to the character selection screen and you should see him there. Xtal and Neco can be accessed in a similar way, but the difficulty setting must be on hard and you cannot use a continue.

Secret game of Phalanx

For a secret game of *Phalanx*, press down the Start and Select buttons on joypad 2 when you turn on the PlayStation. After a while, the FULL game will appear.



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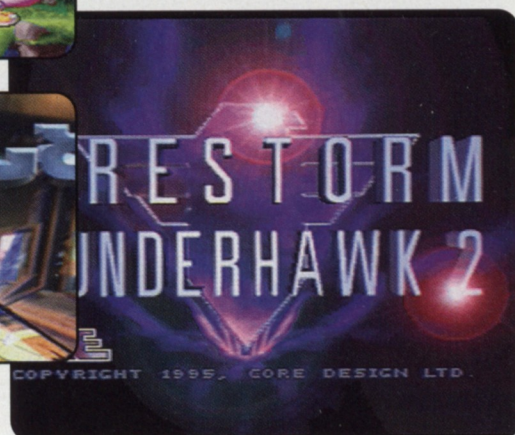
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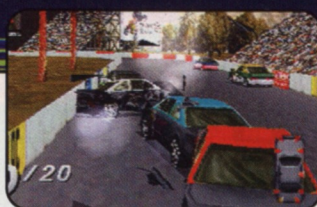


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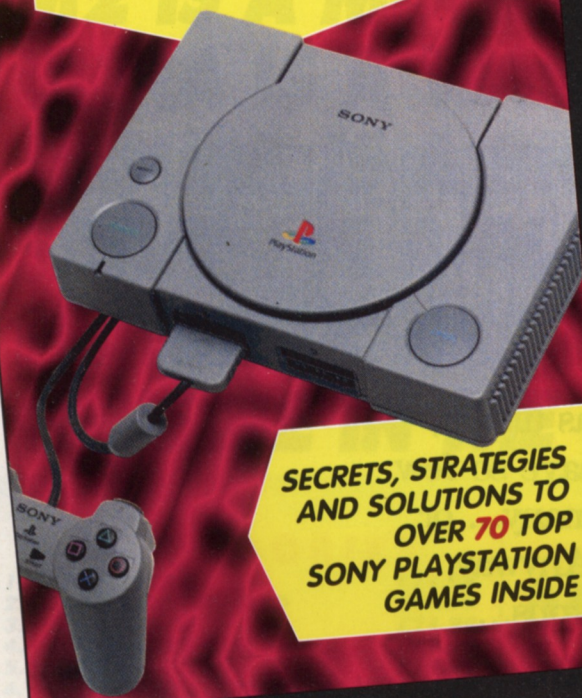
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TOTAL PLAYSTATION

Flippin' heck. That was unreal, people – never before have so few given so much for so many... or something like that. Anyway, another month beckons...

You know, when we produced issue one of TOTAL PLAYSTATION, we sat back, looked over what we'd done and thought 'yeah, that's not bad mate'. Now we've done issue 2, we're still pretty damn proud of ourselves. But from next month, we're planning to get better still. Lower cover price, ass-kicking reviews including exclusives on *Adidas Power Soccer* and *Cheesey*, fabulous competitions, a wealth of tips, previews to blow you away and the return of Dino to ensure the high level of spelling mistakes remains consistent. It's all out in five weeks time. That is, of course, if we all recover in time...

TOTAL PLAYSTATION

**Issue 3: The Monthly madness
continues...**

Out: 18th April

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ULTRA IS A WASHING POWDER!
JAGUAR IS A BIG BLACK PUSSY!
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